

# AMIGA FORMAT

£4.50 ■ DECEMBER 1995 ■ ISSUE 78

**WIN!**  
Five Apollo  
cards up for grabs

## New Order

Just who are the new suits at Amiga Technologies? How can they resurrect the Amiga? Full report p19

### Snap Maps

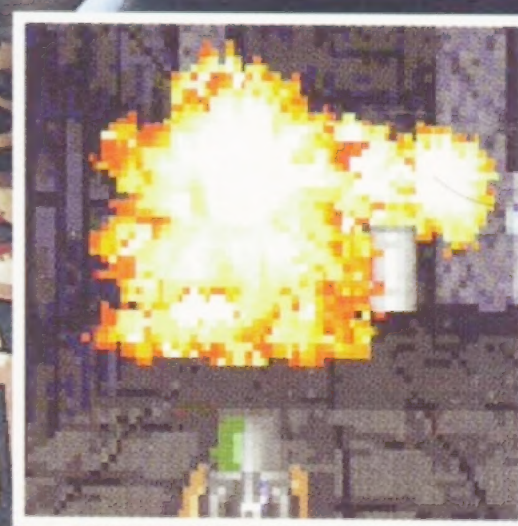
Enhance your 3D rendering software with some professional texture maps. PLUS, many more utilities for all Amigas

### BlitzBombers

Blow up your friends in a frenzy of bombs, bombs and more bombs. Fast, frenetic fun for all the family

### Alien Breed 3D

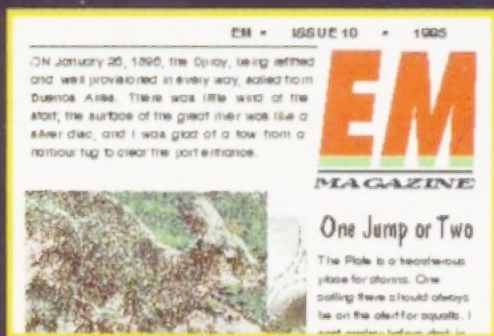
Best Doom-clone yet.  
*In-depth* review p49



Impact  
Snap Maps



Final  
Writer



Virtual  
Karting



Coala



### Imagine 3.3

Beating LightWave 4 to the shops, have Impulse got it right this time? p94



## floppy drives



### 3.5 super xl drive

The Super XL Drive allows you to store 3.5MB on a high density disk.

3.5 SUPER XL DRIVE ..... £129.95



### 1.76 xl drive

The XL Drive allows you to store a 1.76MB on a high density disk.

1.76 XL DRIVE EXTERNAL ..... £79.95

1.76 XL DRIVE INTERNAL ..... £75

1.76 XL DRIVE A4000 ..... £75

PC880B EXT. POWER DRIVE ..... £49.95

### internal drives

PC881 A500 ..... £30.95

PC882 A2000 ..... £35.95

PC883 A600/1200 ..... £35.95

## hard drives

### HEWLETT PACKARD

1 GIGABYTE 3.5 SCSI ..... £459

### MICROPOLIS

2 GIGABYTE 3.5 SCSI ..... £659

4 GIGABYTE 3.5 SCSI ..... £1099

9 GIGABYTE 3.5 SCSI ..... £2199

### HITACHI

340MB 2.5 IDE ..... £189

510MB 2.5 IDE ..... £299

810MB 2.5 IDE ..... £599

1 GIGABYTE 2.5 IDE ..... £719

### OTHERS

80MB 2.5 IDE ..... £70

120MB 2.5 IDE ..... £95

## m-tec hd

External IDE hard disk for the A500 comes complete with an internal ROM switcher, and upgradable to 4MB RAM

M-TEC AT500 BARE ..... £99

M-TEC AT500 420MB ..... £259

MEMORY REQUIRES 30-PIN SIMMS

## floppy expander

Save 1.5MB on a standard floppy drive and 3MB when used in conjunction with the XL Drive 1.76.

FLOPPY EXPANDER ..... £10

## disk expander

Disk Expander can add upto to 50% to your hard drive capacity and works with all drives including SCSI, IDE, Floppies and even the RAM disk. Disk Expander works on any Amiga with any Kickstart.

DISK EXPANDER ..... £25

## overdrive hd

External PCMCIA 3.5" IDE hard disk

OVERDRIVE BARE ..... £99

OVERDRIVE 420MB ..... £259

## dat drives

2 TO 4 GIGABYTE ..... £659

4 TO 8 GIGABYTE ..... £899

2 TO 4 CARTRIDGE DL90 ..... £12

4 TO 8 CARTRIDGE DL120 ..... £19.95

## optical drives

128 OPTICAL ..... £479

230MB OPTICAL ..... £719

1.3 GIGABYTE OPTICAL ..... £1999

230MB OPTICAL DISK ..... £29.95

1.3 GIGABYTE DISK ..... £139.95

## external cases

SCSI case suitable for CD-ROM/HD/DAT and Optical drives.

5.25" SCSI or IDE CASE ..... £79.95

3.5" SCSI or IDE CASE ..... £79.95

## zip drive new

ZIP DRIVE 100MB SCSI ..... £179.95

100MB DISKETTE ..... £15.95

ZIP DRIVE REQUIRES SQUIRREL SCSI INTERFACE

## video backup 3

Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

VIDEO BACKUP SCART ..... £65

VIDEO BACKUP PHONO ..... £60

UPGRADE TO VERSION 3 ..... £20

## hisoft

SQUIRREL SCSI INTERFACE ..... £59.95

AURA ..... £79.95

MEGALOSOUND ..... £29.95

VIDEOMASTER AGA ..... £59.95

VIDEOMASTER AGA RGB ..... £99.95

VIDEOMASTER ..... £52.95

VIDEOMASTER RGB ..... £89.95

COLOURMASTER ..... £52.95

PROMIDI INTERFACE ..... £19.95



squirrel scsi interface included where you see this logo

## chips and spares

256 x 32 SIMM 72-PIN (1MB) ..... £40

512 X 32 SIMM 72-PIN (2MB) ..... £75

1 X 32 SIMM (4MB) ..... £139

2 X 32 SIMM (8MB) ..... £279

4 X 32 SIMM (16MB) ..... £449

1 X 8 SIMM 32-PIN (1MB) ..... £30

4 X 8 SIMM 32-PIN (4MB) ..... £139

1 X 4 STATIC COLUMN A3000 ..... £25

1 X 4 DIP ..... £25

256 X 4 DIP ..... £5

1 X 1 DIP ..... £5

CIA ..... £12

GARY ..... £19

PAULA ..... £19

DENISE ..... £19

SUPER DENISE ..... £25

KEYBOARD IC ..... £12

FAT AGNUS 1MB ..... £19

FAT AGNUS 2 MB ..... £29

PRINTER CABLE ..... £6

RS232 CABLE ..... £6

SCSI EXTERNAL ..... £15

WORKBENCH 3.1 A500/2000 ..... £85

WORKBENCH 3.1 A3000/4000 ..... £95

ROM SHARE DEVICE ..... £19

2.04 ROM CHIP ..... £25

## power scanner

The award winning Power Scanner includes the following features: Scan in 24-bit at upto 200DPI (all Amigas not just AGA)\*, Scan in 256 greyscales at up to 400DPI (all Amigas), Thru'port for printer connection, Fully supports AGA chipset, Display HAM8/24-bit images on a non-AGA Amiga (via image conversion), full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).



POWER SCAN 4 B/W ..... £89.95

POWER SCAN 4 COLOUR ..... £169.95

OCR (BOUGHT WITH SCANNER) ..... £20

OCR SOFTWARE ..... £49.95

POWER SCAN 4 S/W ONLY ..... £20

PC INTERFACE + COL S/W ..... £49.95

PC INTERFACE + B/W S/W ..... £39.95



## flatbed scanners

24-bit A4 flatbed scanners, complete with software, cables and manual.\*

EPSON GT-8500 ..... £579.95

24-BIT, INC. POWERSCAN SOFTWARE

EPSON GT-9000 ..... £729.95

24-BIT, INC. IMAGE FX REV. 1.5 SOFTWARE

ADPRO SOFTWARE ..... £149.95

IMAGE FX 2.0 S/W ..... £149.95

\*EPSON SCANNERS DIFFER FROM ONE SHOWN

## amiga 4000

### a4000 tower

#### new



The tower comes complete with 6 x 5.25" drive bays, 5 x 3.5" drive bays, 7 x Zorro slots, 5 x PC slots, real time clock and a 230 watt power supply.

A4000 TOWER ..... £349

### aga flicker fixer

ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15-pin VGA type connector. Comes with composite video/S-VHS outputs.

SCAN DOUBLER II ..... £399

### tandem cd-de

Connect a CD-ROM, Syquest and any IDE hd to your A2000/3000/4000. Comes complete with cable and s/w. ROM 2.04 or above.

TANDEM CD-DE ..... £69

### octogen scsi-2

SCSI-2 controller card for the Amiga 2000/4000. Upgradable to 8MB RAM.

OCTOGEN 2008 ..... £129

..... award winning amiga peripheral manufacturers .....





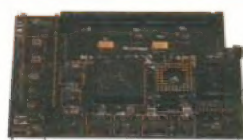
## gvp products

Power Computing Ltd are now the official joint owner and manufacturer of Great Valley Products Inc. For more information, please call 01234 273000.

### a4000 68060

A 68060 accelerator board for the A4000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller. The board can be configured with either 4MB, 8MB, 16MB or 32MB industry standard SIMMs.

A4000 68040 (0MB RAM) ... **£699**  
A4000 68060 (0MB RAM) ... **£829**  
4MB STANDARD ADD ... **£139**  
4MB GVP ADD ... **£159**



### a2000 68060

A 68060 accelerator board for the A2000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller.

A2000 68040 (0MB RAM) ... **£TBA**  
A2000 68060 (0MB RAM) ... **£TBA**  
4MB STANDARD ADD ... **£139**  
4MB GVP ADD ... **£159**



### gvp ram

Official GVP RAM SIMMs.

4MB GVP RAM ... **£159**  
16MB GVP RAM ... **£549**



### gvp hc-8 scsi

SCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD ... **£99**

### gvp g-lock

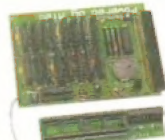
Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK ... **£259**  
DSS-8 SOUND SAMPLER ... **£55**

### io-extender

Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port. Call for details

ioEXTENDER ... **£59**



### a500 68020ec

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... **£99.95**  
A500 68020 EC 4MB RAM ... **£239.95**

### megachip ram

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM ... **£159.95**

VGA ADAPTOR ... **£15**

### a500 2mb ram

A 2MB RAM board for the A500 which fits in the trap door slot.

A500 2MB RAM ... **£90**

### MEMORY CARDS

512K RAM WITH CLOCK ... **£24.95**  
512K RAM WITHOUT CLOCK ... **£19.95**  
A600 1MB RAM ... **£39.95**  
A500+ 1MB RAM ... **£29.95**

### modems

ACEEX V32 BIS 14.4 NOT BT APPROVED **£139**  
X-LINK TRUE V34 28.8 BT APPROVED **£229.95**  
TRAPFAX MODEM SOFTWARE ... **£49**  
ALL MODEMS INCLUDE SOFTWARE AND CABLES

### printers/monitor

MICROVITEC 1438 14" ... **£289**  
EPSON STYLUS INC.PAPER ... **£489**  
EPSON STYLUS PRO XL A3+ ... **£1499**  
EPSON STYLUS/PRO XL INCLUDE STUDIO II SOFTWARE  
STUDIO II SOFTWARE ... **£49.95**

### graphic/video

PICASSO II 2MB RAM ... **£249.95**  
INCLUDING TV PAINT JNR.  
PICASSO II 2MB RAM ... **£399.95**  
INCLUDING TV PAINT 2  
CYBERVISION 64 ... **£329.95**  
64-BIT GRAPHICS ENGINE, INCLUDES 2MB  
VIDEO DAC ... **£25**  
18-BIT GRAPHICS ADAPTOR  
MAXIGEN 3 ... **£299.95**  
VIDEO GENLOCK

### order form

#### phone orders

We accept most major credit cards and are happy to help you with any queries.

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Ordering by cheque/PO please make payable to Power Computing Ltd and specify which delivery is required.

#### warranty

All Power products come with a 12 month warranty unless otherwise specified.

#### technical support

Help is on hand with a full Technical Backup service which is provided for Power customers.

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All prices listed are for the month of publication only; call to confirm prices before ordering.

#### export orders

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#### mail-order terms

All prices include VAT. Specifications and prices are subject to change without notice. All trademarks are acknowledged. All orders in writing or by telephone will be accepted only subject to our terms and conditions of trade, copies of which are available on request.

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### emulation

Mac and PC emulators for the Amiga.

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new



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new



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## CLOCK CARTRIDGE

Our unique and highly rated external Clock Cartridge will enable your Amiga to continually store the correct time and date in its own battery backed memory. Simply plugs onto the back of the Amiga and does not invalidate the warranty.

Compatible with ALL Amigas

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## MEMORY EXPANSIONS

A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU.

**A600 MEMORY EXPANSIONS**  
1mb WITHOUT CLOCK **£34.99**  
1mb WITH CLOCK **£39.99**

2mb **£114.99**  
4mb **£174.99**  
8mb **£284.99**

**NEARLY  
DOUBLES THE  
SPEED OF  
THE A1200**

## A500 & A500+ HARD DRIVES

These hard drives simply push onto the side of the A500 or A500+ and will give your computer all the benefits that hard drives offer. The drives are supplied formatted, partitioned and have Workbench installed for immediate use.

Full instructions and software supplied.

The hard drive also has the facility to add 2, 4, 6 or 8mb of RAM inside it.

**A500 170mb HARD DRIVE £189.99**  
**A500 425mb HARD DRIVE £229.99**  
Additional RAM for the hard drive **£89.99** per 2mb



## DATAFLYER SCSI+

The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive.

The Dataflyer SCSI+ will operate up to 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removable drives, tape back up drives etc.

Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200.

The Dataflyer SCSI+ easily installs into the A1200 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connector through the blanking plate at the back of the A1200. Full instructions and software supplied.



**DATAFLYER SCSI+ ONLY £69.99**

**SQUIRREL SCSI INTERFACE**  
**ALSO AVAILABLE £59.99**  
PCMCIA fitting SCSI interface

## ANTIVIRUS

Anti Virus Professional is the most powerful tool for detecting and removing viruses. Anti Virus pro will check and device hard drives, floppy disks and even CD ROM drives for viruses. Very straightforward to use, includes a full 50 page manual.

**ORDER NOW BEFORE A VIRUS  
DESTROYS YOUR SYSTEM !!!**

PLEASE PHONE FOR A FULL INFORMATION SHEET

**ANTIVIRUS  
PROFESSIONAL £39.99**  
(Plus £1.50 for postage and packing)



## SCSI HARD DRIVES

High speed 3.5" Quantum SCSI hard drives with or without a high quality enclosure with its own power supply.

420mb **£214.99**  
540mb **£239.99**  
850mb **£284.99**  
INTERNAL VERSIONS  
DEDUCT **£54.99**



## A1200 IN STOCK

**ONLY £389.99**

## DISCOLOGY

Discology is the ultimate in disk copying power for the Amiga. The package comprises the Discology Disk, manual and Discology cartridge for making copies of heavily protected programs with an external disk drive. Discology will also format disks, check disks for errors etc.

PLEASE PHONE FOR A FULL INFORMATION SHEET

**DISCOLOGY £39.99**  
(plus £1.50 postage and packing)



## CASES

External cases with inbuilt power supplies and cooling fans for 3.5" hard drives and CD ROM drives.

**3.5" HARD DRIVE CASE £54.99**  
**CD ROM DRIVE CASE £59.99**

## WORKBENCH 3.1

Include the appropriate Workbench 3.1 ROMS, disks, manuals and fitting instructions.

Bring your Amiga into us for fitting for **ONLY £10.00**

**WORKBENCH 3.1**  
**for A500/1500/2000 only £89.99**  
**for A1200/3000/4000 only £99.99**

## SIMMS AND FPUS

72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

1mb **£39.99**  
2mb **£77.99**  
4mb **£129.99**  
8mb **£239.99**

**33mhz 68882 FPU (plcc) £49.99**  
**40mhz 68882 FPU (plcc) £69.99**  
**50mhz 68882 FPU (PGA) £79.99**  
All FPU's are supplied with crystal oscillators

## ZIP DRIVES & EZ DRIVES

Phone for prices and availability





## SPEEDCOM MODEMS

Our highly rated, top quality feature packed modems are ideal for Amiga users. All modems include our **FREE MODEM ACCESSORIES PACK** (worth **£19.99**) which includes a cable to connect the modem to the Amiga, NCOMM comms software, Amiga Guide to Comms and a list of Bulletin Boards from which you will be able to download vast amounts of free software as well as have access to E-MAIL facilities.

- MNP 2-4 Error Correction
- MNP 5 Data Compression
- Fax Class I and II compatible, Group 3
- Hayes Compatible
- Full 80 page manual
- 12 Months guarantee

**SPEEDCOM+B**  
(14,400 V32bis) **£94.99**

**SPEEDCOM+BF**  
(28,800 V34) **£174.99**

## 2.5" HARD DRIVES

Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you will be able to plug the hard drive into the hard drive socket.

PLEASE PHONE FIRST!



**FREE 'HOW TO FIT YOUR HARD DRIVE'**  
video and Stacker disk to increase the drive's capacity with every hard drive ordered

85mb **£89.99**  
120mb **£104.99**  
170mb **£119.99**  
250mb **£139.99**  
340mb **£184.99**  
540mb **£284.99**

**FREE WHILE-YOU-WAIT FITTING SERVICE FOR PERSONAL CALLERS**

## SCSI CD ROM DRIVES

### MEDIAVISION 'RENO'

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.

**RENO CD WITH SQUIRREL £174.99**  
**WITH DATAFLYER £174.99**

**IDEAL CHRISTMAS PRESENT**



## APOLLO A1200 ACCELERATORS

### APOLLO 1220

Amazing power for such a low price. This superb accelerator uses a 68020 running at 28Hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



**APOLLO 1220 ONLY £99.99**  
**APOLLO 1220 +1mb £139.99**  
**APOLLO 1220 +4mb £229.99**

### AIWA ACD-300

Top of the range external CD ROM drive. Suitable for use with any SCSI interface. Ideal with the Dataflyer SCSI+.

**AIWA ACD-300 ONLY £167.49 OR WITH SQUIRREL £209.99**  
**WITH DATAFLYER £209.99**



### CHINON CD ROM

Superb high quality, low cost Chinon external SCSI CD ROM drive in a top quality fan cooled case or available as an internal unit.

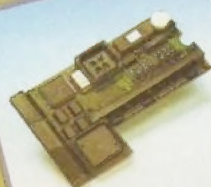
**CHINON CDS435 INTERNAL £79.99**  
**EXTERNAL £109.99**  
**EXTERNAL WITH SQUIRREL £154.99**



### QUAD SPEED CD ROM DRIVE

Amazing value quad speed external SCSI CD ROM drive in a top quality enclosure.

**QUAD SPEED INTERNAL £184.99**  
**EXTERNAL £214.99**  
**EXTERNAL WITH SQUIRREL £259.99**



### APOLLO 1232/50

An incredibly powerful trapdoor fitting accelerator based around a 68030 complete with MMU, 2 SIMM sockets (72 PIN SIMMS), socket for a floating point unit and battery backed clock. Runs at just under 9.5 MIPS (million instructions per second)!

**APOLLO 1232/50 £199.99**  
**4mb SIMM £129.99**  
**8mb SIMM £239.99**  
**68882 FPU £69.99**

## APOLLO 1200SCSI

Amazing trapdoor fitting unit that features a memory expansion, FPU socket, battery backed clock and an autobooting SCSI interface. Takes a standard 72 Pin SIMM up to 8mb!

**SAVE £10.00 WHEN PURCHASED WITH A CD ROM OR SCSI HARD DRIVE**

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**APOLLO 1200SCSI + 2mb £169.99**  
**APOLLO 1200SCSI + 4mb £209.99**



**siren**

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### DIRECTIONS:

From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

All prices include VAT. Postage and packing will be charged at £3.50 per order (UK), £7.50 Europe and £12.50 rest of the world.



# AMIGA FORMAT

ISSUE 78 ■ DECEMBER 1995

## AMIGA NEWS



A major High Street force, Tandy could help Amiga Technologies sales predictions come true.

**130 Tandy retail outlets will stock the new Amiga bundles. Find out more on... p12**

## MAIN FEATURE



### New Order

Who's who, what's what and where does it all take place? We give you an 'Amiga Technologies Around the World' map, marked with everything you need to know. **p19**

## SERIOUSLY AMIGA

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Harmony modem	89
The trouble with modems is that they usually come with PC software. The Harmony comes with everything you need.	
Final Calc	90
Can it be true, a spreadsheet with enough features to challenge the might of the PC programs?	
Imagine 3.3	94
Imagine may not be the best 3D program on the Amiga, but it is still the most popular. We find out what's in the latest version.	
Media Vision portable CD-drive	97
This CD-ROM drive is completely portable and comes with speakers and snazzy carrying case... and it is fast!	
CD-ROMs	99
Find out what's new in the exciting world of CD-ROMs.	
Final Writer	102
Wordworth's chief competitor has now got even more powerful and unique features.	
Final Data 2	105
Is it a spreadsheet, or is a database? We find out with version 2.	
Snap Maps	108
These image-based modelling tools make creating objects a snap.	
10/10 Science	111
Set your child on a path that may lead him or her to scientific discovery with this new educational package.	

## SCREEN PLAY

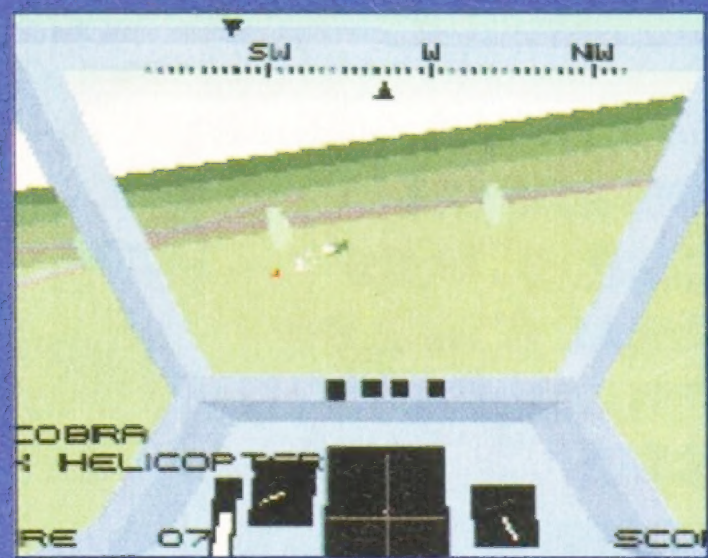
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### Alien Breed 3D p49

The closest any game has yet come in the quest to be known as best Doom-clone on the Amiga.

## Every new Amiga game reviewed and rated!



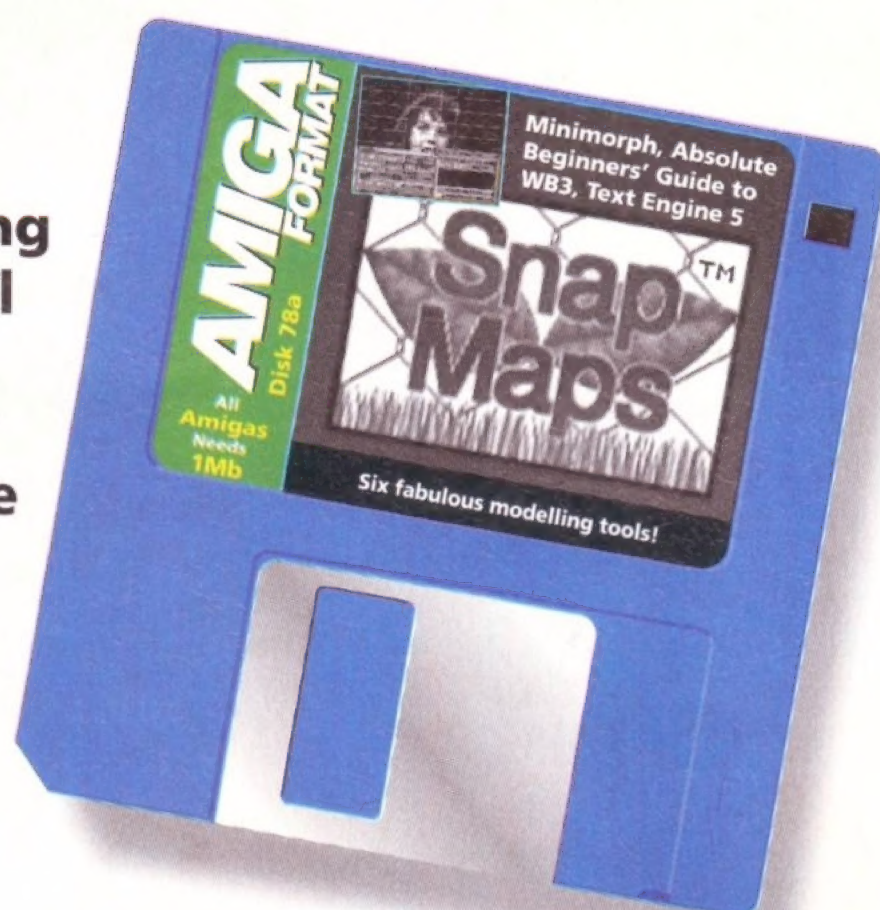
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**LEFT: Coala**  
Take part in a virtual battlefield with a life of its own and kill the enemy.  
**RIGHT: Virtual Karting**  
Race around three tight tracks in this karting racing simulation.



## Coverdisk A: Snap Maps p140

Sample the delights of creating complicated, or hard-to-model 3D objects in your favourite rendering package, by simply applying image files to simple objects. Plus, these great PD programs: *Text Engine 5*, *MiniMorph* and the *Absolute Beginners' Guide to Workbench 3*.



## Coverdisk B: Blitz Bombers p138

Explosive fun to be engaged in and discovered in this our exclusive sneak preview of what promises to be the best *Bomberman*-clone on any platform ever. Don't worry if you don't have an AGA machine, *Master Blaster's* here too.



## THE NEED FOR SPEED p33

An accelerator can make the difference between enjoying a game and finding it irritating. We continue our series on game enhancement.



## Media Vision CD-drive p97

It's portable, it's flash, but is it any good? We give this new, portable CD-drive a run for its money.



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# This Month In View

Nick Veitch is amazed at the quality of Team 17's new game and astounded at all the excellent new Amiga stuff in this issue.

## AMIGA FORMAT 78 DECEMBER 1995

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I am astounded, shocked, flabbergasted and quite surprised by just how good Team 17's *Alien Breed 3D* is. More than the other *Doom* clones, this is a terrific all-encompassing gaming experience - you simply must buy it.

Why is it then that we have to wait until now to give you the full review? Well, as in the best rice operas, the answer you seek lies in the question. If you read the review you will see some screenshots are quite unlike those that have featured in other "reviews" of this game. The reason is, of course, that we waited until the game was complete before we reviewed it. Makes you wonder how some people come up with their scores doesn't it?

*Breed* is good, very good, and it shows just what can be done with a simple A1200. Wouldn't games be much better if they were written specifically to use a base standard of an 030 card though? This is just the premise that our own Steve McGill takes down a dark alley and rigorously investigates on page 33 of this very issue.

As well as *Alien Breed* (p49) we also have the rather intriguing *Virtual Karting*. The technical competence of this title is amazing, it

ably demonstrates the abilities of the AGA machine, but the gameplay is a bit suspect. Make up your own mind after reading the review on page 58.

We are almost swamped by Softwood products this issue too, with new versions of *Final Writer* and *Final Data*, and the amazing *Final Calc* given the once over. As those who have been reading AF for some time will know, we exclusively previewed *Final Calc* just before last Christmas and were very excited to see it's release. If anything the final version is 10 times better than we had hoped - catch the full details on page 90.

There is also a rather astounding CD-ROM drive in the serious section this month. Not only is it stylish and eminently portable, it's damn fast too. Although it is just a dual-speed drive, it gives a sustained transfer speed better than that found on many triple-speeds and even some quads. Astounding. And it comes with a cute little carrying case, as you can see for yourself on page 97.

I can't stay here blathering all day - I have to sort out next month's issue, and what a tremendous one it will be - competitions, buyer's guides, a review of the year, a look at things to come - and you lucky devils don't have to do any of the hard work either! ☺





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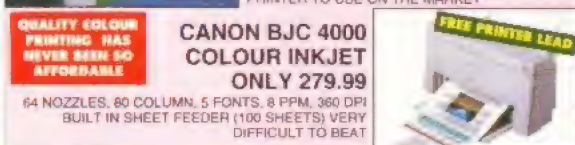
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### As significant as the printing press

The all new, all singing, all dancing, Labour Party have woken up to the power and necessity of the Net to an information-based economy. Shadow Heritage Secretary Chris Smith demonstrated the Net in action to Labour Party delegates at their recent conference and concluded that, properly used, the Net was as significant as the printing press.

Rumour has it that they came to this conclusion after accessing *Amiga Format's* home page on FutureNet.

# AMIGA FORMAT news

## Tandy take plunge with Amiga



Tandy will stock the Amiga in 130 of their stores nationwide, which will surely help to shift the 60,000 Amigas targeted for the UK off the shelves. Thanks to Tandy at The Mall, Bath for the above photos.

**A** retailing coup for Amiga Technologies will see the placement of the new Amiga Magic packs in 130 Tandy stores placed strategically throughout the UK. Store managers warmly received the news at their recent convention.

In a direct supply deal independent of officially appointed distributors, SDL and Leisuresoft, Tandy have hinted that they are prepared to expand on the number of stores committed to carrying the bundle if initial sales

prove promising. Store managers received

Tandy has 341 High Street outlets in total and a sales force with a higher computer literacy than average High Street stores are capable of offering. Coupled with its own dealer network, the Tandy deal could provide Amiga Technologies with a much-needed boost for their 60,000 Christmas sales target.

Margins on the units sold to Tandy have been closely guarded, fuelling speculation that significant discounting could go on in



Silica are selling the Amiga Magic bundle with an extra four games – at the same price!

the run up to Christmas. That this will be in the interest of potential purchasers is beyond doubt.

Complementing the Tandy deal, SDL were pleased to reveal the commitment of over 200 of their retailers to carry Amiga Magic stock. The first shipment of Amigas from the Solelectron factory in France has already sold out, and dealers are clamouring for more. The continuing and strong interest in the machine has amazed everyone in the industry.

There may be some problems with the HD version of the bundle though, as this includes a version of Scala which requires more than the standard 2Mb of RAM to run – something not stated on the pack.

An official statement on the matter hasn't been made yet, but Amiga Technologies are considering the problem.

## Silica A1200 bumper bundle

**T**he A1200 Magic pack may contain some stunningly good serious software, but it seems that Silica are not content, because they are going to be supplying even more software with it.

As printed in the news pages of *Amiga Format* last issue, the Amiga Magic pack contains *Digital Organiser*, *DataStore 1.1*, *Windworth 4SE*, *TurboCalc V3.5*, *Personal Paint 6.4*, *Photogenics 1.1A* as well as the two games, *Pinball Mania* and *Whizz*.

In an attempt to give this pack a much-needed

games boost Silica will, in addition, be supplying the *Chaos* pack which includes the following games; *Chaos Engine*, *Syndicate*, *Pinball Fantasies* and *Nick Faldo Championship Golf*.

The pack will still cost £399 and it can be obtained from Silica on 0181 309 1111 or from most local Debenhams stores.

The company will also be among the first to stock the Virtual Reality i-glasses at a price of £599 and they will also have an upgrade offer that will include options such as headtracking.

## Amiga games outshine PC

**T**he all-formats computer game chart this month has 14 titles out of the top 20 listed for the Amiga. The others consist of PC, and PC CD-ROM titles. No Mac titles actually sell in large enough numbers to merit an entry into the top 20.

Food for thought when Spec Communications pilot their new Wireplay On-Line gaming system.



- Tandy will stock the new Amiga Magic pack in stores throughout the UK. . . . . p12
- Will Wireplay revolutionise Amiga gaming? . p13
- Win a Digita Family software pack . . . . . p15

# Amiga games on-line by June?



Imagine playing *Fears*, *Doom*, or *Coala* on-line, where everything you came across was another person. Tops!

**W**ireplay, the new on-line gaming system backed by British Telecom and implemented by Spec Communications will be piloted in January 1996 and become accessible to the public in June of the same year.

The service can cater for up to 512 players playing in the same game at the same time. BT have created software, which they plan to distribute freely, which will work with any game with a network, null-modem, or modem option. This could lead to the rejuvenation of old titles as gamers become aware of the extra dimension that multi-player games open up.

The software works by creating a Matchmaker and Client relationship between BT's server and the user's computer. The Matchmaker acts as an intelligent noticeboard, searching through all other log-ons to match up potential opponents and team mates.

Empire Interactive, potentially planning to open negotiations with Spec Communications, have shown interest in the system concerning new

helicopter-based battlefield sim *Coala* (full review on page 44).

That this could revolutionise Amiga gaming, as we know it, is beyond doubt. The question still remaining to be answered by BT and Spec is, do they have the will to carry it out?

At the time of going to press, the conception of creating Amiga game-compatible Client software was still to be made. Andrew Deurkin of Spec Communications admitted that the PC Client software was already in the process of conversion to allow Apple Mac gamers to join in with the system. He further added that there was no reason why it couldn't be done for the Amiga too.

When it was pointed out that the Amiga had a larger percentage of active gamers than the Mac; gamers who were willing to play on-line games Andrew became more receptive, "We'll discuss this", he said.

With Amiga Technologies keen to promote on-line services through the set top box, next year may be the most exciting yet seen for the Amiga.

## "PC software is crap"

**T**he curious headline above appeared in *CTW*, the indispensable weekly for the computer industry.

The story concerned a recent report by the Consumers Association berating software suppliers and retailers for selling bug-riddled packages advertising features that weren't there or didn't work, and failing to provide satisfactory recompense for genuine consumer distress.

The report was reinforced by the comments of Richard Wentke author of the *Which? Guide To Computers*, "If washing machines, cars, and video recorders went on to the market with the same problems, the public outcry would be deafening," he said.

The most damning aspect of the report however, was that technically non-literate sales staff in shops were giving consumers poor advice, or information which was often just plain wrong.

The Consumers Association is actively encouraging consumers to take legal action when the service they receive falls below the minimum standards required by law. If this isn't being done they are concerned that the situation may lead to the rapid discredit of the industry as a whole.

## NEWTEK GO ON-LINE AS LIGHTWAVE 4 IS RELEASED

**N**ewtek, the makers of the renowned *LightWave 3D* rendering system, have just finished work on *LightWave 4*. Although this release has been postponed by several months, the program should be available by the time you read this and we hope to have a review in our next issue.

Amongst other things, *LightWave 4* will address one of version 3.5's main failings - a lack of inverse kinematics support. This feature enables you to create objects that are linked to each in such a way that they move as if connected. Objects that are linked through inverse kinematics react to each others movements and are ideal for creating realistic moving humanoids or machinery.

NewTek's Website contains details of their products, including *LightWave* of course, as well as downloadable files including software updates and a gallery of example pictures rendered by *LightWave*-users. The address is:

<http://www.webmaster.com/newtek>, or you can use the link on *Amiga Format's* FutureNet pages.



"They managed to instill a good surge of confidence in a market that was desperate for good news."

- Martyn Brown of Team 17 discusses what has impressed him most about Amiga Technologies.

AMIGA TECH. PAGE 20





## The Smith Column



So, the PlayStation has had all the hype, but in its own quiet little way the Amiga has sold out in its first re-foray into the shops. This seems to have missed the media's attention. Now why should that be?

Is it because, unlike the undoubtedly brilliant (yeah, flame me, I can take it!) PlayStation, the

Amiga is actually a computer? It seems, according to the mass media, that the only computers that exist any more are the kind that run Mac89, sorry Windows 95, complete with Rolling Stone tunes and pseudo 32-bit code.

So, in a fit of bad luck we find ourselves as Amiga amigos confronted on the one side by the cash of Microsoft and, on the other, by the awesome product placement of Sony. This confluence of events could lead the more X-File aware of us to start twitching. Maybe there's a conspiracy afoot to ensure that independent manufacturers of things computeresque are kept in abeyance, thus ensuring a kind of droid-like conformity. But, then again, people like to believe that Spooky Mulder really did have a sister who was abducted by aliens.

No, sadly, the reality is far less glamorous. Much in the same way as Spooky's sister actually fell down a hole dug for a well, the Amiga's recent history is one of incompetence and avarice, rather than the mega corps gangling up to force a dominating force.

The news that it has sold so well in its packs is the first chink of light that we've seen. And what it means in a real

**When was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when.**

sense is that the retailers (the people who really matter to Escom at the moment) have a chance of getting behind it. The PlayStation is not offering the margins that most retailers - specifically Dixons - are looking for in brown goods. The high price of the Amiga means that the retailers can look forward to a good marginal Christmas. And if you can keep retail happy, you can expect to do well with the consumers and this is never more important than in the run-up to Christmas.

Leaving retail aside for a moment, the big point here is word of mouth. At the moment there is a large amount of winging or defensive aggression being bandied about. This takes the shape of "my Amiga is better than your PC" arguments. Now this is all well and good, but when was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when. I think it's about time Amiga users started to become a little bit smug about what they've got.

All this defensive bickering smacks of a major inferiority complex and this just isn't true of someone who owns an Amiga. It's time for Amiga users to start talking to people who don't own computers at all and saying: "Look, it's easy. I don't use that Windows 95 stuff, because I don't need to. I'm not going to go on for hours about how all of a

Contact Tim Smith on [gashead@cix.compulink.co.uk](mailto:gashead@cix.compulink.co.uk) and [gashead@team17.com](mailto:gashead@team17.com)

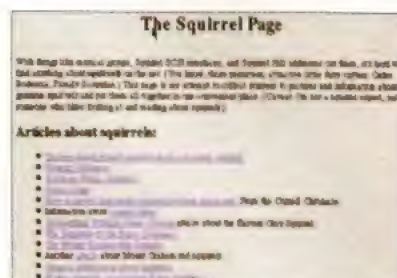
The opinions expressed here are only sometimes those of Amiga Format

# Squirrel hits the Net

To compensate for the inadequate serial port standard on the Amiga, the next generation of Squirrel interfaces will include a new high speed serial device. HiSoft claim that this will be able to work at speeds of up to 300,000 bits per second, more than adequate for the new generation of high speed modems being launched.

As well as faster connection speeds, the unit could also provide a viable local networking solution. Previous serial network solutions for the Amiga have been unsuccessful mainly because of the data transfer rate, something that the new Squirrel should be able to remedy, and the reason it has been given the name "Surf Squirrel".

The SCSI interface of the Squirrel also takes advantage of more advanced interface circuitry, which should give



**A totally unconnected picture of the WWW Squirrel page. About the furry ones.**

3Mb/s sustained transfer rates for SCSI drives. This will allow A1200 owners to make more use of faster SCSI devices.

An upgrade path for existing Squirrel owners is planned, and this should include owners of OEMed Squirrel interfaces, such as the ones supplied with Power Computing CDs.

For further details contact HiSoft on 01525718181

# Snap them up!

If you've used the six Snap Maps on this month's serious Coverdisk, you'll no doubt be pleased with the results you got and be eager for more. As a reader of *Amiga Format* it is your privilege to be party to a special offer.

Everyone who has this month's Coverdisk can obtain the full versions of the Fields & Foliage and Building Materials & Fabrics collections for either \$100 (£65) each or \$185 (£120) for both. To get your copy, call Anti Gravity Products on 001 310 393 6650.



The Building Materials and Fabric Collection Snap Maps. A bargain for AF readers.

## ...our last and best hope...

It may not be as popular as *Star Trek*, but it's catching up fast - I am talking about *Babylon 5*. Now comes the *Ultimate Guide To Babylon 5*, a monthly, disk-based guide to this popular TV series. The disk will contain the *Guide* in AmigaGuide format, pictures, 3D objects, video and book reviews and special features.

Each issue costs £2.50 and there is currently a special offer of £25 for a 12-month subscription or £14 on a 6-month basis. The first issue is available at the end of October and you can get a copy by sending a cheque payable to A Markwell to: 83 Canterbury Ave, Hadrian Park, Tyne & Wear NE28 9QQ.

## Errata

Last month in the information panel of our *Super Street Fighter II* CD<sup>32</sup> review, we stated that the publisher of the game was Gametek. This was a mistake. The publisher is in fact US Gold. We apologise for any inconvenience caused.

## Fearsome mistake

In our review of *Fears* in issue 76, we gave it a stonkingly good overall verdict of 92 per cent, but the sub-scores were all wrong. They were meant to be 9/10 for graphics, 9/10 for sound, 9/10 for addiction and 8/10 for playability.



# Let there be light

The amazingly popular 3D CD-ROM *LightROM* is nearing completion and should be available in Europe from this November. It will be available from Blittersoft and sounds like quite a bargain because it will include three CD-ROMs for only £39.95.

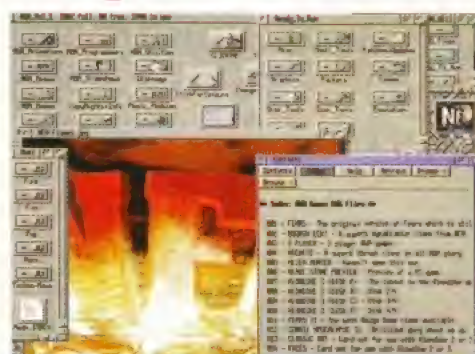
*LightROM 3* will contain both the first and second volumes, plus a brand new disc called *DEM ROM*. This disc contains over 1,000 DEMs (Digital Elevation Maps) which can be used with most 3D landscape generators, or even converted for use with most 3D rendering programs. This means you get all the great objects from the first discs and loads of landscapes to render them against or over.

Blittersoft are also dropping the price of their A4000/40 accelerator, the Doubler, by £100 from £399.95 to only £299.95. This board



doubles the speed of your A4000 from the standard 25MHz to 50MHz. So if you want to give your rendering added oomph, call Blittersoft on 01908 261466 to find out more about these two products.

## The AGA Experience



Here's the AGA Experience in action.

The world's first AGA-only CD-ROM has arrived. The *AGA Experience* is a CD full of goodies for owners of AGA machines and is therefore able to take full advantage of the A1200 and A4000's abilities.

To make using this CD-ROM easier, most of the programs are ready to run. To make things more attractive, the CD uses the popular Magic Workbench system. It will also have an easy-to-follow guide to help you find what you're looking for. The disc will contain a range of PD including Workbench 3 utilities, AGA games, slideshows, demos, diskmags, music modules, text files, 3D objects, fonts and some exclusive NFA products.

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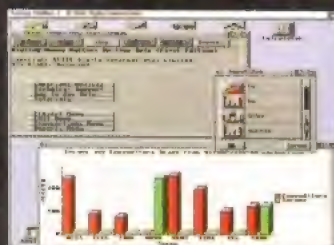
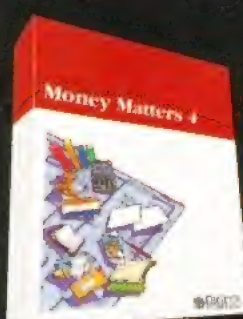
## The Digita Family Compo



Digita is celebrating the launch of a completely new family of products: *Datastore 2*, *Organiser 2*, *Money Matters 4*, *TurboCalc 3.5* and *Personal Paint 6.4*.

We have £500 worth of this brand new software which could be yours! Just answer these simple family questions and send your answers in, on a postcard, to Amiga Format at our usual address.

- What is the name of the uncle in the Addams Family?
- At which home does the British Royal Family spend Christmas?
- What is the name of the Flintstones' family pet?
- What is the surname of a family made famous by the film *The Sound Of Music*?
- What is the name of the Simpson family's cheeky son?



## Prizes

### 1st prize

The new Digita Family, worth £250!  
One copy of each product in the new Digita Family: *Datastore*, *Organiser*, *Money Matters*, *TurboCalc* and *Personal Paint*.

### Five runners-up

One title each from the new Digita Family, worth £50! One title selected from the Digita Family listed above.



## The Bradford Column



Since the takeover, we in the Amiga community have been dancing naked around fires in jubilation for the last few months. It's alright. Baby's coming back. And this time supported by a massive (and massively successful)

company who threw shitloads of money at their previous venture (is there anyone who hasn't had a 'Man From Escom' brochure stuffed through their letterbox?).

At last, we chanted through mouthfuls of mead, 'they' will see. 'They' will hear. 'They' will know. 'They' being, of course, the computer illiterates who actually buy most home computers - mums and dads. No longer will they be fed a relentless stream of misinformation based around the false premise that a computer is an IBM compatible, with appalling manners and a tendency to lock the user out at the slightest configuration change. This time everything will be sweeter.

Or will it? How are 'they' going to discover not only that the Amiga is back, but that it even exists? Television advertising? Sorry. Blanket leaflet drops? I don't think so. Glossy flyers dropping out of their Sunday colour supplements? Afraid not. Specialist press off-the-page advertising? Some.

Oh dear. No wonder some of us are starting to get

**'They' being, of course, the computer illiterates who actually buy most home computers - mums and dads**

dressed and collect up our Kinks albums in a rather sheepish fashion. OK, there may well be perfectly justifiable reasons why Escom are reluctant to push the boat out completely - after all, buying Commodore was not a cheap date and restarting production so soon (in manufacturing terms) couldn't have been easy - but if not this Christmas, when?

For obvious reasons, the Autumn period has always been when Amigas sold in volume, with steady figures throughout the year supporting it. So are we to assume that the big push will not be until this time next year? It would make little financial sense to do it 'out of season', i.e. during the early part of the year. Worse still, what if the big push doesn't appear at all?

Of course, the management may simply be keeping their hands in their pockets until they launch a new, enhanced, all-singing, all-dancing, all-spinning plates Amiga sometime next year. It would be nice to think so.

It would be even nicer to think that, even now, there are programmers slaving over hot code in darkened rooms, writing the equivalents of *Robot Juggler 96* to take advantage of the enhancements and make 'them' do a double-take when they see it running in shop windows.

Then we really will have a party...

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in the "Bradford" Column are those of a Welshman, not necessarily those of Amiga Format.

# Hisoft lead with standalone MPEG



Watch major films like *Top Gun* in digital clarity with a standalone MPEG player.

Amiga developers Hisoft, best known for their programming languages and the excellent Squirrel SCSI interface, are working on a device which will allow anyone with a CD ROM drive to watch their favourite movies from CD.

Current Video CD technology relies on a system of compression known as

MPEG (Motion Picture Experts Group) which allows all the data for a complete film to be stored on one or two CDs. The main disadvantage to this system is that you will need some expensive equipment to view the films.

Player technology is, at the moment, based around host computers with MPEG hardware added on. The Philips CD-i and the CD32 both require a separate module, costing from £180+, and even MPEG cards for computers are around the £160 mark.

Hisoft's device, which has been given the working name of Squirrel MPEG, is a standalone system that will cost in the region of £200. Because all you need is a SCSI CD-ROM drive, this could be a much cheaper solution. The unit will come with a remote control unit, so you won't even need a computer.

For more details contact Hisoft on 01525 718181.

## Power unleash CD miracle!

Well known Amiga developers Power Computing are pretty proud of their latest CD-product. As well as being just about the first ever portable CD-ROM system for the Amiga, the new Media Vision drive is downright stylish and speedy too.

Although only technically a double speed mechanism, it gives very impressive sustained transfer rates, meaning that for most regular CD use it is actually faster than many triple or quad speed drives. Read the full review of this exciting product on page 97.



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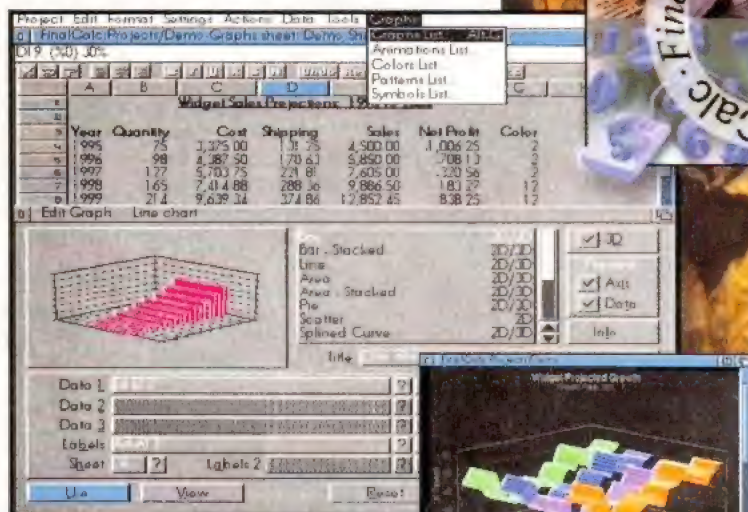
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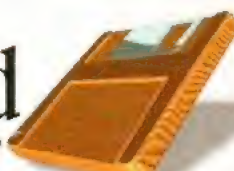
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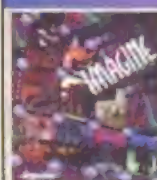
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# New Order

Trying to relaunch a machine that has been unsupported for over a year is not easy. In this month's special feature we give you some insight into the battles won by Amiga Technologies, and those yet to come.

On April 21st of this year, the Amiga was finally rescued from a slow death in a dramatic courtroom showdown. The new owners, German computer manufacturer Escom, had paid over US\$10 million for Commodore International, including the rights to the Amiga and all the associated patents. Escom quickly established a daughter company, Amiga Technologies, to overlook the re-establishment of the Amiga brand. But six months down the road, what have Amiga Technologies actually achieved?

## Where to find...

Here is a brief index to all the important parts of this month's special feature.

What have they done? . . . .page 20

Industry comment . . . . .page 21

Amiga around the world . .page 22

The future starts here . . . .page 24



# What Have they done



Many people seem to be unaware of just what Amiga Technologies have achieved since they were formed less than six months ago. Find out just what has been going on...

**A**miga Technologies was formed shortly after Escom's success in New York. Under the direction of Petro Tyschtschenko, himself an ex-Commodore man, the new company began exploring the possibilities for the Amiga brand.

At the time, there was a great sense of relief from the Amiga market. At last a saviour had been found, surely it couldn't be long before the Amiga was back in its rightful position of dominance in the home market. Amiga Technologies seemed full of new ideas and fresh approaches. Unlike the old Commodore, the new company would entertain license deals with third party manufacturers to encourage the production of things like Amiga portables, set-top boxes, and anything else which could make use of the Amiga chipset.

There was talk of new machines, RISC based platforms, millions of units being sold in the Far East, the sun would shine again and everything would be wonderful.

It was shortly afterwards that they must have realised everything wasn't going to be easy. For one reason or another, the manufacturing deal with the Chinese floundered - a major blow. As well as losing a nice arrangement for servicing a huge market, Amiga Tech. would have to find alternative manufacturers, and worse, this meant dealing with a whole load of people who Commodore had pulled the old 'cheque in post' routine on.

But in order to successfully revitalise the machine, or at least to get back some of the vast outlay, machines had to be properly promoted and on sale for the vital Christmas season. This meant paying over the odds to jump the production queue.

Then there was the thorny problem of the Escom stores. Would they stock the Amiga or not? To do so may be a disincentive for the independent retailers, who the Amiga badly needs. Not to do so would be a bad move PR wise. In the end, sense prevails. The Amiga will be sold in Escom shops, but not just yet.

A major surprise was the bundle.

Although the price point was initially a little disappointing, nobody could possibly fault the collection of first rate productivity software included. If you compare it to a similar set up on the Mac or PC, it is really a bargain. The bundle pleased almost everyone, and it certainly gives plenty of ammunition to the dealers who actually have to sell them. The best bundle ever.

These are no mean feats, and if it had been any other computer, it would have surely meant the demise of that platform. That the Amiga lives on is, at least partly, down to the abilities of Amiga Technologies.

## What do you think of it so far?

Amiga Format asked the industry four simple questions about the progress of Amiga Technologies.

### 1. WHAT HAS IMPRESSED YOU MOST ABOUT AMIGA TECHNOLOGIES SO FAR?

Most were impressed that the Amiga bundle was actually on sale. Ramping up production and "putting together an excellent bundle in just a few months was challenging" as a couple of anonymous respondents said.

Team 17's Martyn Brown reckoned "They created a reasonably effective hype splash when they announced all the plans for the Amiga - whether or not they'll come to fruition is another matter. They managed to instill a good surge of confidence in a market that was desperate for good news".

John Arundel of Silica expressed the opinions of many when he said he was impressed by "the speed with which they have brought the Amiga back to the market, and the high level of commitment of their staff".

Jolyon Ralph of Almathera reckoned that their willingness to listen to developers is "immeasurably better than the old Commodore way of doing things".

On a more people orientated basis, our own Dale Bradford reckoned John Smith, Amiga Technologies UK's Sales manager, was a particularly impressive

## BY ANY OTHER NAME

In the good old days, when Commodore owned the Amiga, life was easy for an Amiga journalist. When writing the usual monthly news story about the ups and downs of the company that month, the common hack had a variety of monikers to apply. There was of course, "Commodore" and "Commodore International" for those more formal moments, but if you were in a hurry, or space was short, you could quite reasonably refer to them as CBM (which obviously stands for Commodore Business Machines) and I remember more than once seeing them being referred to as "the Big C".

In these modern times, we are not so lucky. Amiga Technologies cannot be reasonably shortened to just "Amiga" as it would be a little confusing to say the least. Few people would understand just "AT", and "AmigaT" isn't much better. "Amiga Tech." It is then...



personality because of his "great enthusiasm and belief".

## 2. AND THEIR BIGGEST MISTAKE?

Some concern was raised about the lateness of any advertising plans, although Amiga Technologies have previously stated, somewhat reasonably, that they wouldn't be doing much in the way of advertising until they had machines to sell.

They haven't made any mistakes according to Silica's John Arundel, although "the shortage of products has caused problems. We know that they are stepping up production to meet demands and we expect free flow of stock in early November.

"Like us at Silica, many dealers were overwhelmed by demand when the A1200 was relaunched."

Others felt a little excluded from proceedings. Team 17's Martyn Brown reckoned "from the off they should have ensured the machine had a future by working closely with a number of software developers who were/are capable of ensuring that the machine does have a positive future.

"My feelings are that the English management are somewhat frustrated in that they know what they have to do but their hands are tied to a large extent".

## 3. DO YOU THINK THE AMIGA IS IN SAFE HANDS?

Discounting the fence-dwellers and the smart alecs who promised to let us know in a few years time, the answer was a resounding "yes".

One anonymous respondent went so far as to say: "I can't think of any

Show status:

There will be an Amiga

show in the UK, although

all the details are

unconfirmed at the

moment. For the most up to

date information, see the

"show news" section of the

Amiga Format web pages:

[WWW.futurenet.co.uk/comp](http://WWW.futurenet.co.uk/comp)

[uting/amigaformat.html](http://uting/amigaformat.html)

# All for one, one for all

Even though much of the fuss has been about when the Amiga would be on sale again, where it would be in sale and indeed, how much it would be on sale for, Amiga Technologies have been planning for the future, and what could be any more important than the Amiga's custom chips, the very heart of the machine?

The next redesign of the chipset could be quite dramatic. Whether or not the specifications of the AAA chipset are implemented, it seems to be the intention to incorporate the functions of the Paula, Agnus and Denise chips into one.

It would be costly in terms of research, but if successful, the result would basically be an Amiga on a chip - a device which could be much more easily licensed, and would be more attractive to other technology manufacturers. Additionally, it should be quite a bit faster in operation and, eventually, cheaper to manufacture - circuit boards using the chip would be smaller and cheaper too.

The next step would be to produce a VLSI component which included the processor too - very useful for console and point of information applications.

bunch of people more committed to the platform than the people at Amiga Technologies UK".

John Arundel amplified on this - "The main staff at Amiga Tech. are ex-Commodore and all have a real passion for the Amiga. They understand the product and the market better than anyone".

## 4. WHAT SINGLE THING SHOULD AMIGA TECH. BE CONCENTRATING ON IN THE RUN UP TO CHRISTMAS?

Apart from Silica remphasising the need to increase production, most industry gurus that the time was right for some advertising. Martyn Brown was keen that Amiga Tech should be regaining the confidence of retailers,

and added that marketing should concentrate on the fact that "the Amiga is an excellent family introduction to family home computing that can offer good all-round performance for sound, art, home office, education and entertainment use."

Almathera's Jolyon Ralph reckoned that it wasn't just a case of dealing with the short term, and even before Christmas there should be great efforts spent on planning for new products, as "development of future machines can't wait".

Being numerically challenged, Dale Bradford came up with a number of single things Amiga Tech should do, including: "Getting the machines into retailers and providing them with Point-Of-Sale support, demo disks and 'product placement' - if they can't afford to advertise, get as much free publicity as possible"

We'll forgive him though, as he did round off with the sage words: "Goods are sold as well as bought".

But what about Amiga Technologies? How do they assess their own achievements so far? On page 24, Jonathan Anderson, General Manager of Amiga Technologies describes their achievements in his own words

## STATEMENT OF ACCOUNT FOR AMIGA TECHNOLOGIES

### CREDITS

- ✓ Created enthusiasm for the Amiga amongst the industry.
- ✓ Started up production of the Amiga very rapidly
- ✓ Put together a pretty good bundle
- ✓ Employed some ex-Commodore engineers
- ✓ Sorted out a decent distribution network

### DEBITS

- ✗ Failed to organise a big Amiga show for the UK (there will be one in January though)
- ✗ Failed to even vaguely improve the A1200 before relaunch
- ✗ Advertising? What advertising?

**BALANCE = REASONABLY POSITIVE**

Overleaf we have an essential Amiga resource for you, with points of contact for each of the current Amiga Technologies offices, and their corresponding area of concern.

NEW WORLD  
MAP 22-23





# The World according



## GERMANY

Area: Germany and Poland  
 Led by: Rolf Wiehe  
 Address: Amiga Marketing  
 Vertriebs Service,  
 Gunzstrasse 3,  
 D-61352 Bad Homburg  
 Fax: +49 6172 45 95 77



## UNITED KINGDOM

Area: UK, South Africa,  
 India, Israel, Malta  
 New Zealand and India  
 Led by: Jonathan Anderson  
 Address: Amiga Technologies  
 6 Bridge Avenue,  
 Maidenhead,  
 Berkshire SL6 1RR, UK  
 Fax: +44 1628 7700 22



## SWITZERLAND

Area: Switzerland, Austria,  
 Italy, Greece, Bulgaria,  
 Turkey, Hungary,  
 Croatia, Macedonia  
 and Russia  
 Led by: Willy Scheiwiler  
 Address: ESCOM Handels AG,  
 Zürichstrasse 48,  
 CH - 8134 ADLISWIL  
 Fax: +41 1 710 9800

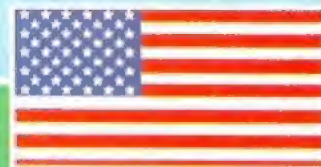
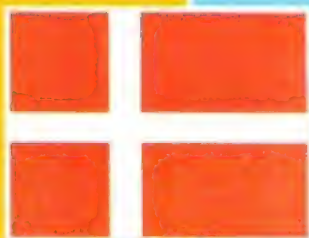


## BELGIUM

Area: Belgium  
 and Luxembourg  
 Led by: Dirk de Waegensire  
 Address: Vermeeschlaan, 25  
 B-25040 HOVE  
 Fax: +32 3 454 0973

## DENMARK

Area: Denmark, Finland,  
 Iceland, Norway  
 and Sweden  
 Led by: Jesper Christensen  
 Address: ESCOM BV Scandinavia  
 Overgaden Oven  
 Vandet 56, 1415  
 København, Denmark  
 Fax: +45 32 968 222



## USA

Area: USA and Canada  
 Led by: J. Edward Goff  
 Address: Attorney of Law - Suite  
 1705, 1528 Walnut  
 Street, Philadelphia,  
 Pennsylvania 19102 USA  
 Fax: +1 215 544 3460



# to Amiga Technologies



COVER FEATURE



## MIDDLE EAST

Area: Middle East, Iran, Iraq, Morocco, Libya and Syria

Led by: Kerstin Schneider

Address: Berliner Ring 89, 64625 Bensheim, Germany

Fax: +49 6251 801 179

## CZECH REPUBLIC

Area: Czech Republic and Slovakia

Led by: František Vrba

Address: ESCOM CS a.s.,  
Lidická 40, 60200 Brno,  
Czech Republic

Fax: +42 5 4521 1965  
(-1131, -3839)



## FRANCE

Area: France

Led by: Pascal Wespiser

Address: ESCOM Computer SARL  
10, rue Jean Monnet,  
Parc d'activités,  
Eckolsheim 67201  
Strasbourg

Fax: +33 88 10 33 31



## IBERIA

Area: Portugal, Spain  
and Africa  
(except South Africa)

Led by: Joaquim Ramos Costa

Address: Apartado (PO Box)  
1735, 1017 Lisboa  
Codex, Portugal

Fax: +351 1 41 42 732

## SERVICE & SPARES

Address: Amiga Technologies  
GmbH, Carl-Giesecke  
Strasse 5, 38112  
Braunschweig,  
Germany

Fax: +49 531 3108 97

DECEMBER 1995



# In their own words...

In order to better understand the pressure on Amiga Technologies and their ambitions for the future, we spoke to Jonathan Anderson.

## Q. What have Amiga Technologies been doing since April?

Since our press launch in Berlin, we have been extremely busy. We launched the Amiga A1200HD on time and have launched our new software pack - Amiga Magic [for further details see AF 77, the November issue]

## Q. How would you assess the performance of the company so far?

Our performance can only be measured by what we achieve. When you consider the problems we encountered from Commodore owing money to most of the electronic/consumer vendors, who incidentally have supported us at very short notice by ensuring that our products are produced on time, this gives an indication of what has been achieved.

## Q. What are the major obstacles you have had to overcome?

Assembly/Production schedules are a major headache to most manufacturers - Let me ask you a question: How many other computer manufacturers could have achieved so much in so little time?

## Q. Are you happy with the current distribution deals? Do you think the Amiga will get the High St. penetration it needs?

We would be happy if all the High Street chains were to take the Amiga. However, the independent dealer has always been our bread and butter, and as Amiga's will be in short supply until Christmas it is only fair we support these outlets, who have supported us. [see the news pages for further High Street details]

## Q. Are partners still being sought for distribution abroad?

Yes. We are always happy to speak to new partners who have the same goals - to make the Amiga successful.

## Q. Amiga Technologies obviously don't have the marketing spend of Sony/Sega. Where will all your efforts be concentrated?

We do not consider there to be competition from the companies you mention. "Games only" consoles are not productive - Do parents really want their children to be pushing red and blue buttons? Our belief is parents would welcome their children having the option of learning via educational software and being creative by the paint and word processing software we include in each A1200 Amiga Magic pack.

## Q. By what means can you persuade software developers to continue to support the Amiga?

The first hurdle is to show the publishers that all the talking about the Amiga "coming back" is over. The Amiga A1200 and an Amiga dedicated monitor (M14385) are shipping as you read this, and when we sell 60,000 Amigas in the UK alone between now and Christmas, publishers will, I believe, port software over to the Amiga. The reason for this is very simple - publishers will make more money by porting across onto as many platforms as possible.

For example, if it costs a publisher say £150,000 to write a leisure title for the PC and an incremental £20-30,000 to port this onto the Amiga then you don't need to be a mathematician to work out that their bottom line, i.e. their net profit, will increase significantly. So, it is in the publishers best interests to write software for as many active platforms as possible.

## Q. Is R&D still being done on a RISC based Amiga? What market do you see this being aimed at?

RISC is certainly under development - unfortunately, the cost is high and has to come down, making the product affordable for the consumer and we are working very hard to make this happen.

## Q. Is there any intention to release an Amiga whose performance fits somewhere between the current A1200 and the A4000?

We have looked into this and to be honest we would very much like to introduce an Amiga that sits between the A1200 and A4000T. However, we have to concentrate our efforts on RISC and bring this product to the market ASAP. Our resources must be utilised to the full and by investing in the future, Amiga users will certainly benefit.

## Q. Are there any plans to release an Internet bundle A1200? Will Amiga Technologies support development of internet software for the Amiga?

I recently saw in Germany a beta version of the .net software which is simple to use. Our intention is to include support for the Internet next year. This will be included on Workbench.

## Q. Why do you think the Amiga has survived for so long?

The Amiga has always been special. Our customers, your readers, are second to none and never cease to amaze us. Amiga users have always taken great delight in convincing PC and Mac owners of the benefits of having a multi-tasking machine. Non-Amiga owners do not understand the benefits of true multi-tasking - you only have to ask any Win95 or OS/2 user.

"Plug and Play" is another buzzword that PC owners take great delight in telling one another about. Amiga users have had "Auto Config" from day one, or as I prefer to call it, "Fit & Forget". We do not believe that there are any other computer manufacturers that have the loyalty of the Amiga - we are, in my opinion, very lucky to have such dedicated users.

*"On behalf of Amiga Technologies we would like to say 'Thank You' to all of you who have 'hung in there'. we really do appreciate your loyalty and support and we look forward to sharing with you the next generation of the Amiga family."*

## Making a difference

The Amiga needs to sell very well this Christmas, in order to ensure the continuing development of software for the platform, and also to fund the research behind even better versions of the Workbench, and more powerful machines. YOU can help.

- Make sure that any friends or relatives who may be considering buying a computer over Christmas know about the Amiga.
- Send us your ideas and designs for adverts for promoting the Amiga Magic pack
- Coders - why not create a demo which illustrates the power of the Amiga, and the new bundle? Then send them to us, and we will forward them on to computer shops.

Send your ideas, suggestions and demos to us at this address:  
Making a difference, Amiga Format, 30 Monmouth Street, Bath BA1 2BW

Instead of just sitting around moaning about the state of the Amiga market, why not do something to help?

Name .....

Address .....

.....

.....

Postcode .....

Telephone .....

E.mail .....



# Imagine a world where light doesn't move in waves...

# Cinema4D<sup>TM</sup>



## Free Cinema4D Demo Disk

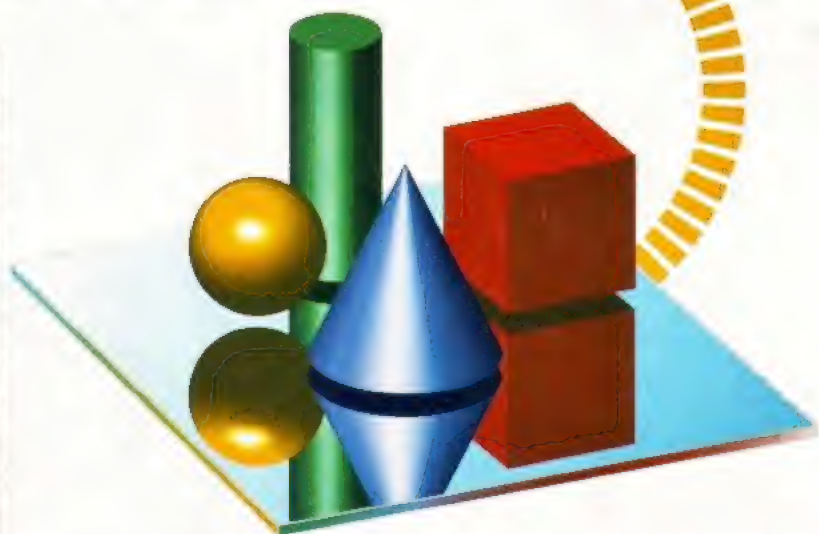
Please send me some more information on Cinema4D, and my free demo copy of the program. The demo is compatible with any Amiga running Workbench 2.04 (or higher) and with 2Mb, or more, of free memory.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Post Code: \_\_\_\_\_

*You can also obtain a Cinema4D demo pack  
by calling HiSoft, freephone, on 0500 223660*



HiSoft Systems is proud to present Cinema4D - a new world of Amiga ray-tracing. Cinema4D is packed with power-user features that will satisfy even the most demanding users. Moreover, at £199 inc., Cinema4D does not carry a power-user price tag.

Cinema4D provides an easy-to-use multi-tasking editor replete with every conceivable option including window-based realtime interactive modelling, modelling directly in 3D, basic and complex primitives with uncountable variations, easy object manipulation, moveable tool, object and texture lists, definable object hierarchies, optimised versions for 68020 (A1200 etc.) & FPU's and much more!

The Cinema4D animator brings you even closer to the world of "virtual reality", breathing life into objects and scenes. It doesn't matter whether you want to have your spaceship dock with a new spacestation, or take a tour around the darkest dungeon - with Cinema4D it's so simple. With just a few mouse clicks you will have your objects move realistically through time and space.

Cinema4D runs on all Amigas with a minimum of 3MB RAM, and Kickstart 2 or higher. Cinema4D supports all Amiga and graphic card modes (HAM, HAM8, 24-bit, etc.) and recognised file formats (Imagine, Sculpt, DXF, Reflections, etc.).

The world-beating Cinema4D is available from all good Amiga software dealers, priced at £199 inc.

If you experience any difficulties obtaining Cinema4D, you can order free by telephoning our order hotline on 0500 223660, armed with your credit or debit card or you can send us a cheque or postal orders. Please add £3 P&P for despatch to addresses within the UK, £6 for next day delivery (if goods in stock).

## HiSoft SYSTEMS

The Old School, Greenfield  
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Fax: +44 (0) 1525 713716

[hisoft@cix.compulink.co.uk](mailto:hisoft@cix.compulink.co.uk)



# It's Back...

Like a phoenix rising from the ashes, the Amiga emerges - reborn under the Escam banner. HiSoft has been there all along, crafting the best products for the best home computer and we have many more exciting titles waiting in the wings... trust HiSoft for brilliant packages, keen prices and excellent service.



**£189**  
£239 inc  
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A brand-new SCSI peripheral, the Zip™ may well revolutionise the storage industry.

This newest, most portable exchangeable hard disk drive weighs in at just 1lb, has fast transfer and access times (up to 1Mb/s transfer, 28ms seek), easily fits in your hand, your bag or your briefcase, stores up to 100Mb on floppy-sized disks, is perfect for all types of application and is priced at a level that will make you want to unzip your wallet immediately!

Price inc 100Mb cartridge, extra 100Mb cartridges £15.95 or less!

Order your Zip drive now to avoid disappointment!

## Amiga Zip Tools exclusively from HiSoft

Zip drives from HiSoft include everything you need to get going on a SCSI-aware Amiga: the Zip 100 drive, a 100Mb cartridge, all necessary leads and a complete set of software, programmed by HiSoft, including:

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## The Best-Value Hard Drives

If you want a SCSI hard drive then HiSoft has the one to suit your needs; whether you are looking for an internal drive for your tower case, A3000/A4000 etc. or an external 1Gb beast-of-a-drive for any SCSI-aware Amiga, we can supply.

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We offer internal or external SCSI hard drives and CD-ROM drives. Internal devices are suitable for mounting in the A1500, A2000, A3000 and A4000 and come with necessary leads & screws whilst the external drives are supplied in our professional Squirrel cases (available separately) which include integral PSU, all SCSI connections and connection leads of your choice (at a small extra cost).

## Super-Value CD-ROM Pack

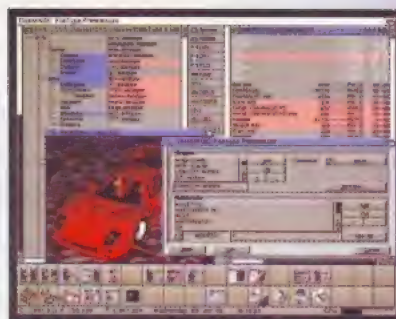
HiSoft has done it again with a brilliant multimedia pack of Squirrel SCSI interface, Aiwa ACD-300 CD-ROM and the Almathera 10-on-10 pack of CDs! Just look at what you get:

- The amazing, brand-setting Squirrel SCSI interface which allows up to 7 peripherals (hard drive, CD-ROM, Zip, scanner etc.) to be daisy-chained together.
- The Almathera 10-on-10 pack of CDs; this is 10 CDs including the Team Yankee game, 2000 clip-art images, the Illustrated Works of Shakespeare, a Comics, Internet & Networking CD, The World Video Atlas, 1000s of fonts, a complete photo library and much, much more!

Last chance to buy the Super-Value CD-ROM pack - offer ends 31 October 1995

CD32 and CDTV emulation software so that you can all those games and other titles such as Video Creator.  
The great-looking Aiwa ACD-300 CD-ROM drive; a fast, double-speed CD-ROM with full SCSI specification plus complete audio controls on the front so that you can play music CDs directly. Plus an informative LCD panel.

All this, packaged together, at a truly superb price, with full 1 year warranty and technical support from HiSoft.



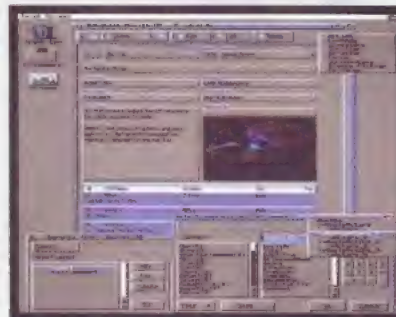
## Disk Magic

**£39.95**

Newly released, Disk Magic (screenshot on the left), is the ultimate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used your Amiga without it!

DiskMAGIC is exceptionally configurable, with the ability to alter window layout, file types, action buttons, fonts, screen mode, archive handling, viewers and more.

DiskMAGIC is compatible with all Amigas running WB2 (or higher) and with 1.5MB or more of free memory.



## Twist 2 Database

**£99.95**

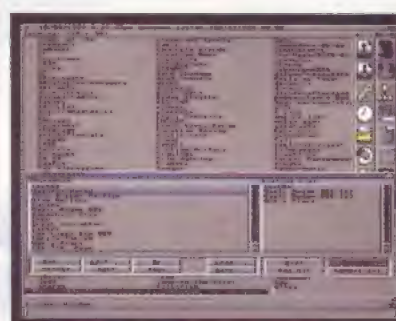
Twist 2 is the highly-acclaimed relational database for all WB2 Amigas (2MB memory recommended). With built-in Forms Designer, a beautiful user interface, simple-to-use relations, versatile sorting, reporting and searching features and speed that defies belief, Twist 2 is the only Amiga database that will grow with you.

Twist 2 is compatible with all Amiga running WB2 (or higher) and with 2MB, or more, of free RAM. A hard disk is recommended.



As music experts (all sampler products are our own design, built and programmed in the UK), you can trust HiSoft to deliver the right package for you; a professional Midi interface (ProMidi £24.95), a great-value, 8-bit direct-to-disk sampler (Megalosound £24.95) or a superb quality 12/16-bit stereo, direct-to-disk PCMCIA unit (Aura), both samplers have superb real-time effects.

**£99.95**



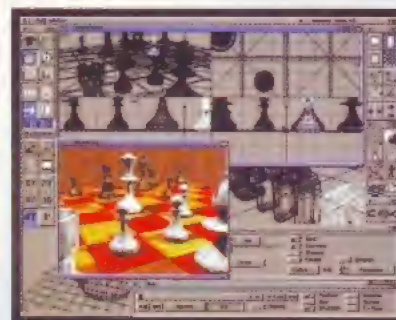
## Termite

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Afraid of becoming a hedgehog on the Information Super Highway? Don't worry! Termite is so easy to use that even a first time telecommunicator will feel at home.

Termite is 100% WB2 Style Guide compliant and provides you with all of the modern user interface features to really enjoy playing in the highway!

Termite supports both the Amiga XPR and XEM libraries as well as having its own internal ZModem. Termite is compatible with all Amigas running WB2 (or higher) with 1MB or more of free memory and all modems.



## Cinema4D

**£199.95**

An exciting new package, due for release in September at the amazingly-low price of only £199.95, Cinema4D is set to revolutionise the 3D-rendering and animation market.

Cinema4D provides an easy-to-use multi-tasking editor; replete with every conceivable option including multi-window editing, interactive modelling, direct modelling in 3D, basic and complex primitives, easy object manipulation, hierarchies, an optimised FPU/CPU version and much more!

Cinema4D also includes a comprehensive file conversion utility to allow full import of your current objects.

## Order Hotline

**0500 223660**

To order any of the products shown on this page (or any other HiSoft title) - just call us, free of charge, on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6 within the UK, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders, made out to HiSoft. All prices include VAT. Export orders: please call or fax to confirm pricing and postage costs.  
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All prices include UK VAT @ 17.5%

Zip is a trademark of Iomega Inc

# HiSoft SYSTEMS

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Fax: +44 (0) 1525 713716





Want to have your say on an issue? Strike back using words. **David Crookes** chats about diskzines and gives some pointers about starting up your very own mag.

# Starting your own diskmag

**S**taring at a television screen that's linked to a computer running a diskmagazine isn't easy. It's not as comfortable as sprawling on a sofa and you could find your eyes in need of some soothing eye lotion after a hard session. But for computer fanzines, diskmagazines seem the best option by far.

Paper fanzines originated when people felt they had to hit back against the establishment. The written word seemed more powerful and cheap home-produced magazines were easily distributed to anybody who wanted to read them.

Fanzines became popular in the '80s with football fanzines where fans, agitated by certain board decisions, grouped together for their say. Now every football club has their own.

But on computers, where paper fanzines were and still are available, it became obvious that computer users would be better served with a diskmag.

It seemed more fitting with the computer genre and since fanzines

don't need to be a profit conscious organisation (a diskmag would find it very difficult indeed to sell in the shops, for example), the path was made easier for disk-based fanzines to emerge.

And, of course, diskmagazines get around the problem of expensive duplication – one whiz through a disk copier is quick, cheap and easy.

## THE MORE, THE MERRIER

Diskmagazines are created by many different kinds of people. "Scene" diskmagazine, *Grapevine*, is run by a group of people who are active in the more underground nature of computers. *Grapevine* communicates with other "sceners" and has strong opinions – in fact, seeming to be very anti-establishment.

Programming diskmagazines are set up by programmers with an affection for a certain programming language. The beauty of diskmagazines is that they allow for an exchange of ideas which benefit the Editor and



readers alike, lending support to various products.

Other diskmagazines are set up by fame seekers (people who want to make a name for themselves and so become an Editor to achieve it), letter lovers

One of the first things you need for a diskmag is a colourful interface like this one.

## ON THE GRAPEVINE

Possibly the best diskzine available is *Grapevine*, edited by a guy who goes by the pseudonym of Pazza.

**Q Why did you set up a diskmag?**  
The real reason was that I thought most paper magazines that were around at the time I started *Grapevine* were very poor. But they seem to be a lot better now.

**Q Do you find being an editor difficult at all?**  
Without a doubt, yes!

**Q But surely you find it worth doing?**

Of course, but I don't make a bean. The whole point of the 'zine is for fun and not profit.

**Q There must be some things you hate, though?**  
Something I hate? Deadlines! But I love the day after an issue is released – then I get to rest at long last.

**Q What are the most common problems you have with the magazine and how do you solve them?**  
Crap articles! How do I solve the problem? I simply delete them

mercilessly. I believe in quality, not quantity.

**Q You still have a lot of articles in the 'zine. How does the 'zine rate with readers? Do you get a lot of feedback?**  
I think I'm doing something right because I get a lot of feedback and 90 per cent of it is positive.

**Q So what would you say is the most important part of a diskzine – the articles, the music, graphics, or user-friendliness?**  
All of that of course, but a magazine is only as good as its

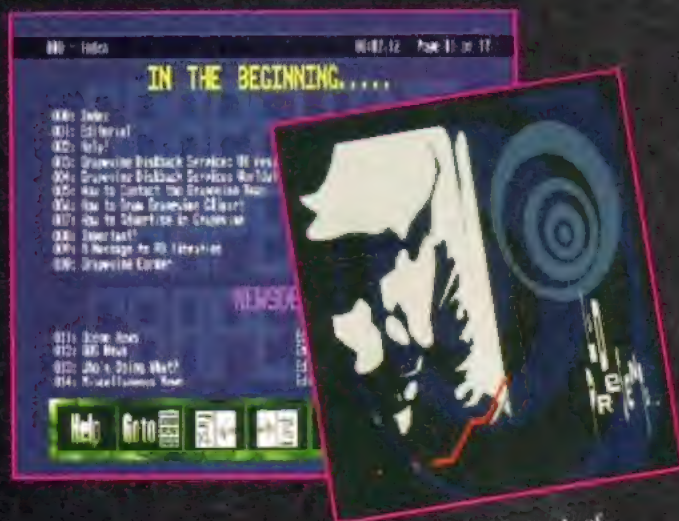
articles. A magazine with a poor set of articles is a poor magazine, that's the way it is.

**Q How would you describe the process you go through for each issue, starting from scratch?**  
A bloody headache! I end up copying over 300 disks to send to readers, which isn't fun at all.

**Q Do you have any tips for anybody wishing to set up their own diskzine?**  
Yes, don't do it! Try something easier – like 20 rounds with Mike Tyson, or climbing Mount Everest.



# 5 DISKMAGS YOU SHOULD SEE



## 1. GRAPEVINE

It just seems to go from strength to strength with hundreds of articles, a user-friendly front-end, good visuals and a little bit of arrogance thrown in for good measure. If you want to find out about the Amiga scene, then Grapevine is the one.

(people who like a bit of post and having lots of people writing to them) and wannabe journalists who set up a diskmag to hone their writing skills to perfection.

Setting up any publication, never mind a diskmag, can be a difficult process. But the major advantage of a disk-based 'zine over the paper equivalent is the minimising of costs (you don't need a photocopier) and this gives you the flexibility to concentrate on the content.

To be honest, a diskmag won't

**Stolen Data has plenty of images from their readers and editors.**



make you as big as Future Publishing is today, but you will find a way of making yourself heard and have fun.

So if you fancy being an Editor and you don't want to spend £30,000 setting up a computer magazine (which, incidentally, is how Future Publishing began 10 years ago), then what follows should be of particular interest to you.

## GET GOING

Diskzines such as *Deadlock* and *Grapevine* are evidence of sub-genre Amiga diskzines. Some cover programming, some are about games and some diverse into altogether new dimensions, such as *Star Trek* diskzines.

This on its own gives you an idea of what diskzines are all about. They give an alternative perspective of the Amiga and dwell in-depth on matters that interest the Editor.

Follow their lead. Tackle a subject that interests you. After all, merely covering a subject that has been tackled very competently in another publication is not going to gain you as many readers than if you created a different one and showed enthusiasm for the subject.

Once you have decided on the topic or even topics that you will cover, it's time to write. Before you do, though, organise things by drawing up a flatplan (a plan of what will appear in the 'zine; how many words it will have, etc.).



## 2. RAW

Another 'scene' magazine in a similar *Grapevine* style, RAW tends, like other 'scene' mags, to be a little excluding to outsiders, but is still an enlightening read worth checking out. The process of selecting articles is a bit cumbersome, though.

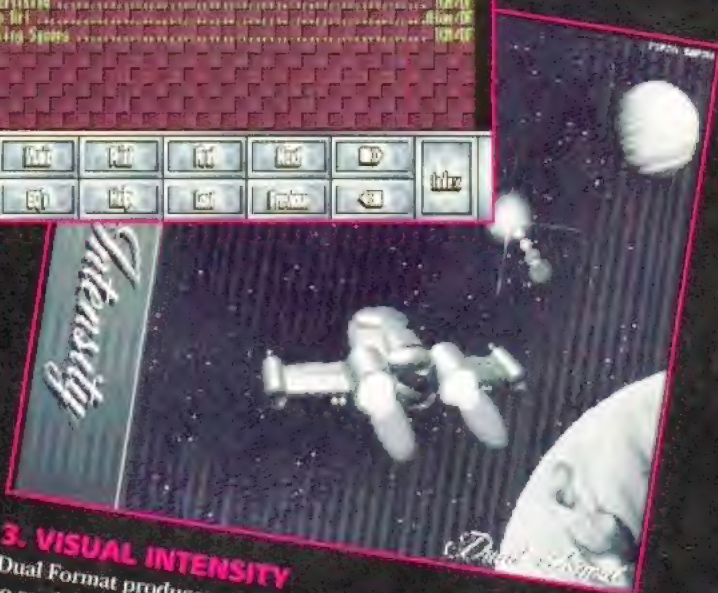
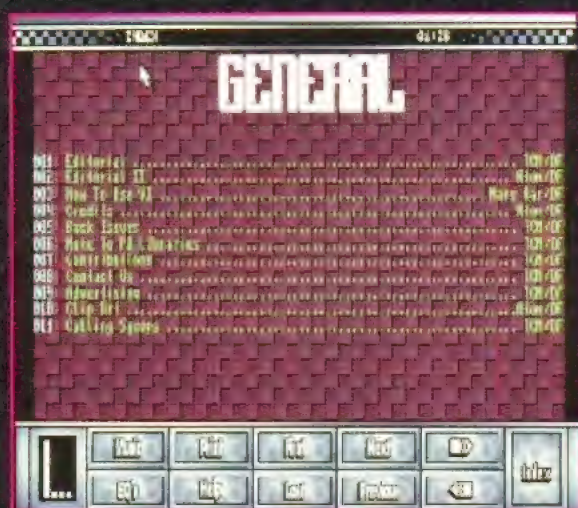


Diskzines, such as *Amoszine*, are evidence of specialised, sub-genre Amiga diskzines.

Doing this will enable you to see what you have to do and what you have done; it'll show you what work has been commissioned and possibly act as a reminder to back up your work regularly. I'm sure there are many stories of entire issues falling prey to the disk error syndrome.

You will find that readers will send you contributions, which are difficult to plan beforehand in a flatplan. If you create spaces in your flatplan when you draw it up, making sure you have material to cover any gaps that aren't filled by readers, or carry reader articles to the next issue, you can easily solve that problem.

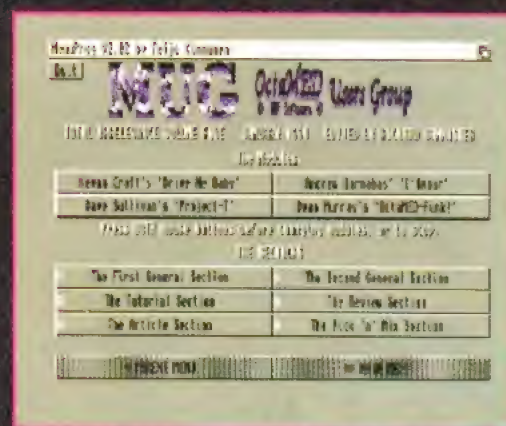




### 3. VISUAL INTENSITY

**DUAL FORMAT** produce a polished effort, with lots to read and keep you busy, including a similar front-end to most diskmags of today.

**4. DEADLOCK** Literally a fascinating read. There's lots of it, written in a humorous tone, even if it is brash, bullish and just a tad rude. Absolutely essential to get hold of.



## 5. TOTAL IRRELEVANCE

Some people may be a little surprised at this inclusion because *Total Irrelevance* is nothing too special. It's not graphically inspiring, but for any *OctaMED* users, there's more than enough to keep you happy and it makes a change from 'scene' news, which is why it's included. Diversity, you see?

These maps are obtainable from most PD libraries.



**Magnetic Pages** consists of three programs – an Editor,Organiser and Displayer

However, diskzines, by their very nature, (smaller and more personal readership) are in a better position to offer readers support than a commercial magazine. If you offer support, then you may just find they'll offer it back. Just answering reader queries by return post is mighty impressive, even if it does slightly increase an already hefty workload.

And that brings us to another point. If you were thinking of doing everything all by yourself, then, unless you have a massive amount of time on your hands, don't.

Diskzines tend to have hundreds of quite lengthy articles, so I would advise

you to pester your friends into contributing. Or make a plea for writers, artists and musicians by placing adverts in computer stores, in classified ads, or, even better, approach talented people direct. In return give them a free copy of your diskzine and maybe a free advert.

Once you have got some "staff" together you can then delegate jobs – giving music work to the musicians, programming work to the programmers, art work to the artists, and so on and so forth. If you play to people's strengths, everything should run smoothly.

When articles begin to pour in, you have to select the best ones and edit them into shape. You need to make sure everything is easy to read, spelt correctly and not libellous. Although fanzines usually get away with most libellous ranting (because not many people can be bothered suing them), they are in effect as 'suable' as a commercial magazine.

## YOU'RE THE BOSS

Bear in mind that you are the Editor and it is your job to ensure that what you print is right for the magazine. If you don't want to print somebody's short story, for instance, then politely tell them so.

Just keep an open mind. The story may have been well written, but just not

what you were looking for. In this case, you could commission the writer to pen the article you want.

However, commissioning people can often cause a few extra problems. Your writers may decide not to send you anything until a week after you intended the magazine to go out, so you must set some sort of deadline. One area you should be particularly careful about is accepting a series of tutorials from somebody.

**Magnum v1.8** is a shareware release that does everything you need a diskmag to do, combining text, graphics and sound.







To aid you with creating a colourful diskmag, DMC (Disk Mag Creator) comes with some bright and cheerful clip-art images. These are from Belinda Bye.

If something crops up for the writer and he decides not to continue the series, not only have you got an unfinished set of articles, but a lot of frustration from readers who have been closely following it. It may be best to only accept a complete series.

The last thing to consider is whether or not to carry ads. Diskzines are alternative in both medium and manner, and, as such, most diskzines carry ads that you wouldn't find elsewhere. For example, *Grapevine* lets people advertise for pen pals. Most 'zines also offer free advertising because they are happily free from commercial constraints.

If you do carry advertisements, perhaps just to fill up space or, if you charge for it, just to make a little bit of a profit, then try to attract advertisers that are relevant to your type of mag and don't charge too much.

The final step is to put everything together – the words, pictures, music and a user-friendly method of control. If you follow your previously drawn flatplan, you'll find the final process a lot easier.

But the *only* thing you should worry about is having fun doing it – that is the whole point. When it starts to become a nightmare burden, then it's time to pack it in. Have fun!



The Disk Mag Creator (DMC) not only comes with the tools you need to create your own mag, it has on-screen instructions too.

## FIVE TOP TIPS

- 1 Organise everything before you begin each month. Create a flatplan and work closely to it.
- 2 Don't get discouraged if your magazine doesn't sell a million with its first issue. Be determined and *never* give in. If you still hit a brick wall every month, just adopt a different angle and give it another try.
- 3 When you are writing or including an article, one thing to think of is "will this piece become obsolete by the time the magazine is finished"? Try to write timeless pieces.
- 4 When including software, be absolutely sure you are not committing piracy. It'll catch up with you very quickly.
- 5 Work out a routine. The diskmag will probably be done in your spare time after work, college, or school. The quicker you get into a routine with the mag, the more time you'll have to do other things without compromising the mag's quality.

## ESSENTIAL SOFTWARE

**Word processor** – A word processor is the most vital component of the whole enterprise. You need some method of being able to put your words to screen, then spell-check them and have the flexibility to easily change things. Don't worry too much about WPs with graphic capabilities since a decent diskmag creator would sort out that problem.

**Art package** – Most Amiga users have *DeluxePaint* or *Personal Paint*. If you do, then don't bother upgrading unless you feel you really need to. All you need an art package for is knocking up the odd graphic or two.

**Disk copier** – Absolutely essential if you are distributing the package yourself. Every Amiga owner has access to Workbench's copying facility, but

you'll find that there are quicker and easier PD alternatives.

**Music package** – Music is definitely essential on a diskmag. A dance track is usually the preferred musical taste, but if you can't create music (like too many of us), then check out the PD libraries and see if they have copyright-free material for you to use (maybe an Oasis-esque track?).

**Programming Package or Diskzine Creator** – If you want to individualise your 'zine and you have programming talent, then programming your own method of putting the magazine's elements together and making it easy to use is the only way.

However, there are alternatives for people who can't program, or can't be bothered to. There are three main packages which you may

find useful and they are all either PD or shareware.

One of these is *Magnetic Pages*, a shareware release that consists of three programs – an Editor (to create articles), an Organiser (for assembling articles into a 'zine) and a Displayer (to display the mag). It does everything you need a diskmag to do, combining text, graphics and sound, and comes very highly recommended.

*Magnum v1.8* is the latest incarnation of this particular package. It can produce excellent results, comparable to 'zines like *Grapevine* and *Deadlock*, and is also easy to get to grips with. You just need to load an ASCII file into it, which any word processor can produce. The package comes with complete instructions, although the options open to anybody reading your mag are

quite limited – it only offers options to access the index, exit and move around the screen.

*Disk Mag Creator* is a bit more flexible, reviewed as recently as *AF74*. It's shareware, but the demo version still allows you a lot of room to test it to the full – it lets you input 200 articles. And it has every option you can think of, including a print option in case people want to print your articles. And, sounding like a scratched record, it's easy to use (and why shouldn't it be?).

Because you can pick all of these discs up for around £3, I advise you to get the lot and pick the one you think is best for you.

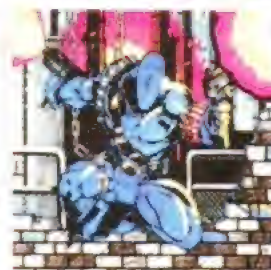
As for hardware, a second disk drive is pretty much essential in order to save tedious disk swapping. A printer could also come in handy for printing disk labels and writing letters.



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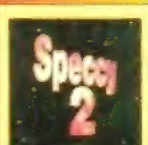


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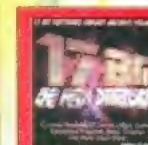
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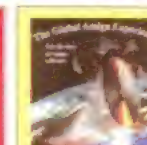
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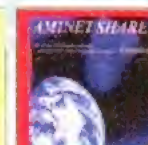
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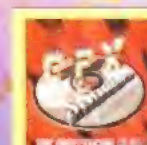
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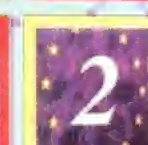
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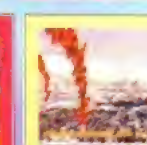
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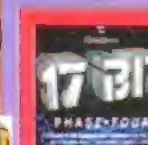
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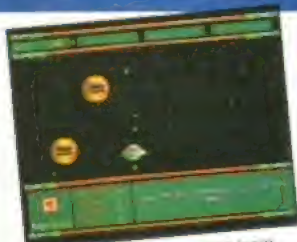
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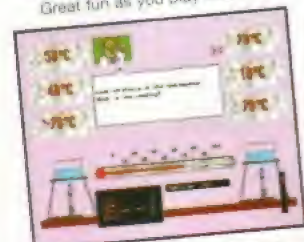
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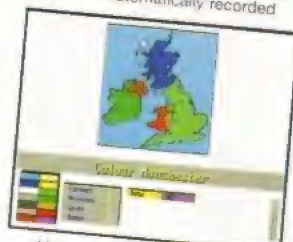
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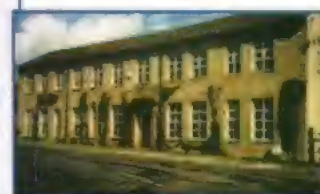
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**E**ver felt you were being dealt a bum deal in the Amiga games department? Ever felt that the Amiga should still be at the forefront of video games technology like it used to be? Ever felt that the energy some PC game developers are expending on the exploitation of PC hardware should have gone into the Amiga when the A1200 first appeared? Me too.

Think of how many times the Amiga's games have led the field, been copied and the cloned offspring has gone on to major success on dedicated games platforms; *Lemmings*, *Sensi-Soccer* and *Super Skidmarks* stand out as shining examples.

Increasingly, though, the Amiga is losing out. Not through the loss of developers – a good few of them will be back after enormous Christmas losses on their balance sheet – but through the restraint of processor power.

Think about the following three games, released when the A500 was still at its zenith: *Stunt Car Racer*, *Formula One Grand Prix* and *Knights of the Sky*. Each one pushed the 68000 processor to its limit. That's why if you upgrade from an A500 or A600 to an A1200, the above games take on a new lease of life. They play perceptibly faster so that the motion not only feels more realistic, but enhances the immersive atmosphere of the environments the game plays in.

For more realistic AGA games, the 68020 found in the standard 1200 just doesn't cut the mustard these days. Especially in the realm of 3D, which just happens to be the area where the most exciting games are evolving; *Guardian*, *Fears*, *Gloom*, *Gunship 2000*, *Zerewolf2*, *Coala* and *Alien Breed 3D* to name the most important.

To be fully effective, these games need grunt. But they also need to be made friendly and customisable enough to enable owners of underpowered Amigas to play them too.

In this instance and to illustrate what we mean, we'll use the example of two games recently covered in *Amiga Format*: *Fears* and *Coala* (see page 44 for a full review of *Coala*).

*Fears* requires a 68020 and the AGA chipset. In other words, a bare A1200. It



# The need for speed

**Fed up with being stuck in the slow lane when it comes to Amiga games? Join Steve McGill as he takes a speculative look at current Amiga games and delves into the world of expansions, upgrades and accelerators.**



*Coala*. Terrific game in its present incarnation. If the base-Amiga had more oomph in the speed stakes, it could've been made even better.

will run faster if extra memory is installed – even one megabyte of Fast RAM increases the frame rate. It will run faster still if an accelerator of some kind is fitted.

Combine the two and we're talking about a game which, although lower in resolution, can run every bit as fast as *Doom* on the PC – subjectively speaking, of course, it depends on the spec of both computers.

The beauty of *Fears*, though, is that it'll trade-off graphic enhancements in order to keep a decent running speed no matter what's powering the game. Therefore, if you've just bought a Falcon, a Blizzard, or Apollo accelerator

card, you can afford to have the texture maps switched on the largest screen size and still expect the game to run at a silky smooth frame rate.

Close on the same speed could be achieved on a standard A1200 if you switched off the textures and reduced the screen size.

Admittedly, playing this way isn't as atmospheric, but if you take the smart option and choose to upgrade, the game will upgrade with you; inbuilt longevity if you like.

On the same vein, but a different capillary, there's the helicopter battle sim *Coala*, reviewed this month on page 44. *Coala* is exciting for several reasons.



# OUR FAVE FIVE AMIGA GAME EXPANSIONS



Whatever your budget, there's an accelerator out there to suit your pocket.

**1** The Falcon = 68040 clocked at 25 MHz with built-in FPU and MMU. £499.95 bare board. (AF77; FG90%) Power Computing 01234 273000

The king pin bruiser of the accelerator set. If *Coala* was programmed with this baby in mind, there would be texture mapped vehicles aplenty. An Amiga games player's wet dream.

**2** Apollo 1220 = 68020 clocked at 28MHz with 68881 FPU. £99 bare board. £228 with 4Mb RAM. (AF75; FG90%) Siren 0500 340548.

Probably the best value of all accelerators mentioned here.

This is one is for users on a budget who have to balance performance versus price.

**3** Blizzard A1230-II = 68030 clocked at 40MHz £244.95 or 50 MHz £329.95 bare boards. (AF63; 88%) Gordon Harwoods 01773 836781.

Runs at double the speed of an A4000/030, this board provides some serious grunt. Would run a texture mapped version of *F1 GP* no problem. How about it, Sir Geoff Crammond?

**4** Apollo 1230 Turbo = 68030 clocked at 50MHz. £289.99 bare board. (AF77; 87%) Siren Software 0500 340548.

Hailed as an "All singing, all

dancing - everything a card for the A1200 could offer" accelerator by our resident freelancer, David Taylor.

The 1230 Turbo turns your A1200 into a formidable games machine. *Breed 3D* could be turned into a *Doom*-beater with this card.

**5** Power A500 68020ec = 68020 clocked at 28MHz. £99.95 bare board. £40 1Mb SIMM. (Not yet reviewed.) Power Computing 01234 273000

Just in case A500 owners are feeling left out, this expansion will speed up games like *F1 GP*, *Stunt Car Racer*, *Knights of the Sky* and let you run *Coala*. Hurrah.

The main one being the potential and example it offers to games taking place in a 3D accelerated environment.

It's not perfect by any means. But it has its own internal dynamics and offers a subliminal 'virtual' cockpit which helps immensely in the credibility stakes. It also offers many features that anyone in possession of a 68020 processor and above can benefit from and take advantage of.

This time the 68020 doesn't necessarily mean that you have to own an A1200 either. Owners of A500+s and A600's can play *Coala* too; just add a 68020 accelerator card.

## IDEAL TRADE-OFF

The real beauty of *Coala*, though, is the number of options it presents to the player to customise the environment and find the ideal trade-off point of processor power versus graphic detail.

There are nine in all: vision, world detail, object detail, shadows, surface detail, time compression, sound, shaded horizon and copper horizon.

Five of these are mere toggles: shadows, surface detail, sound, and both horizons. The other four are scaled and are worth more discussion.

**Vision** - probably effects the running speed of the game the most. The maximum distance of your sight is a setting of 1000. On an unexpanded 1200 the frame rate drops drastically, but the game looks better. Can be optimised in units of 50.

**World Detail** - on a scale of 1-10, affects the number of trees, buildings, and roads. Again, down to user preference and processor installed. The more detail, the better the world looks.

**Object Detail** - another 1-10 scale. This time it's the detail on the vehicles in the game, including the player's chopper that are added or subtracted. Obviously, the more real a vehicle looks, the more satisfaction gained from blowing it up or shooting it down.

The last of the options is **Time Compression**. Here, the player can choose to enable slow motion, real time, or fast motion.

If the player isn't sure which of these options is the best trade-off, they can always change between them while the chopper is flying and feel the difference in handling as it happens.

What's more, a suitably powered Amiga could drive a virtual reality helmet or glasses and make *Coala* a truly immersive experience. Amiga Technologies have their own over-priced version of the type of glasses needed. With proper driver support, *Coala* would be a virtual reality winner.

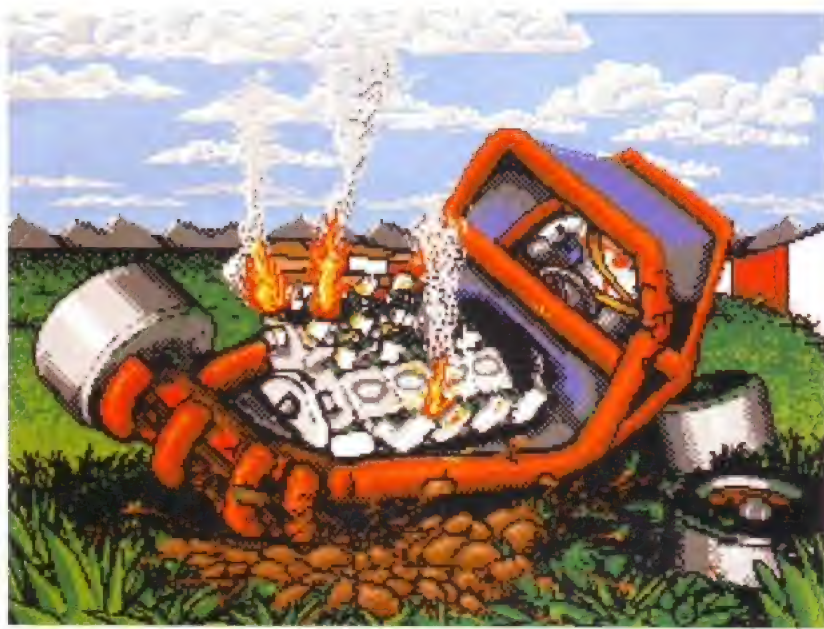
In all, *Coala* offers a tremendous amount of scope for customisation and optimisation. Something that games developers have mostly ignored with the Amiga, yet pay very close attention to on the Mac and PC platforms.

If you own an accelerated Amiga, let software houses like Team 17,



A texture mapped *F1 GP* would be a joy to play and add incentive to gamers to upgrade and expand. Graphic detail could be traded off against speed depending on the processor used.





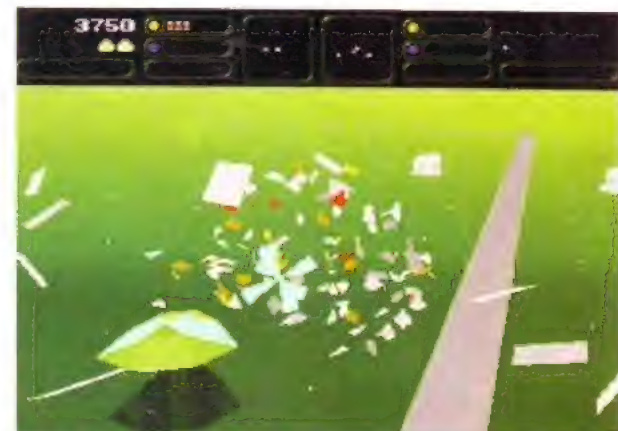
**Stunt Car Racer**, the serial linked racing game of champions. Linking between an A1200 and an A500/600 produces results that may be surprising to most Amiga gamers.

Manyx, Acid, Graftgold, Vision, Black Magic and any others whose games have captured your imagination, know the spec of your Amiga. Let them know that you'd rather play games that exploit the Amiga's hardware potential to the full than put up with games that limit themselves to the minimum spec.

Around half of A1200 owners own expansions of some kind or other. Convincing the other half to upgrade would be easier if more games like *Breed 3D* and *Coala* were released. The more people who upgrade, the more viable and attractive the market appears to developers.



Originally coded for a 68000 processor, *Knights of the Sky* fairly flies along with a 68020 installed. Worth looking into.



A faster frame rate, easier handling, more objects on screen, a higher resolution. All this could happen with an accelerated Amiga.

# WHAT AN FPU COULD DO FOR GAMES

One of the the elements missing in *Coala* which could make a lot of difference to the presentation and atmosphere of a game is the use of texture maps; look at *Fears* and *Breed 3D*.

If you've taken a look at our accelerator box, you'll have noticed that we've mentioned whether the card has a Floating Point Unit (FPU) or not. The FPU relieves the processor from maths intensive functions and frees it up to do other less boring things instead - like take care of the game.

Texture maps are maths intensive. They could be taken care of by the FPU while a decent running speed for the game was maintained. It would probably require two versions of the game to be written; a normal version and an FPU 'optimised' version. It would open up a previously unexploited avenue of Amiga gaming and provide a better return on investment for developers than the PC market is currently yielding.

PC and Mac games are written in a similar manner to the above. So why not for the Amiga? Having to make allowance and write games for base machines doesn't wash any more. If PC games were limited to the base PC, they'd still be written for a 640K dinosaur. Demand your right to better Amiga games now.

## FEARS



If coded with a faster processor in mind, *Breed 3D* could easily be a *Marathon* beater. Go to it Team 17.

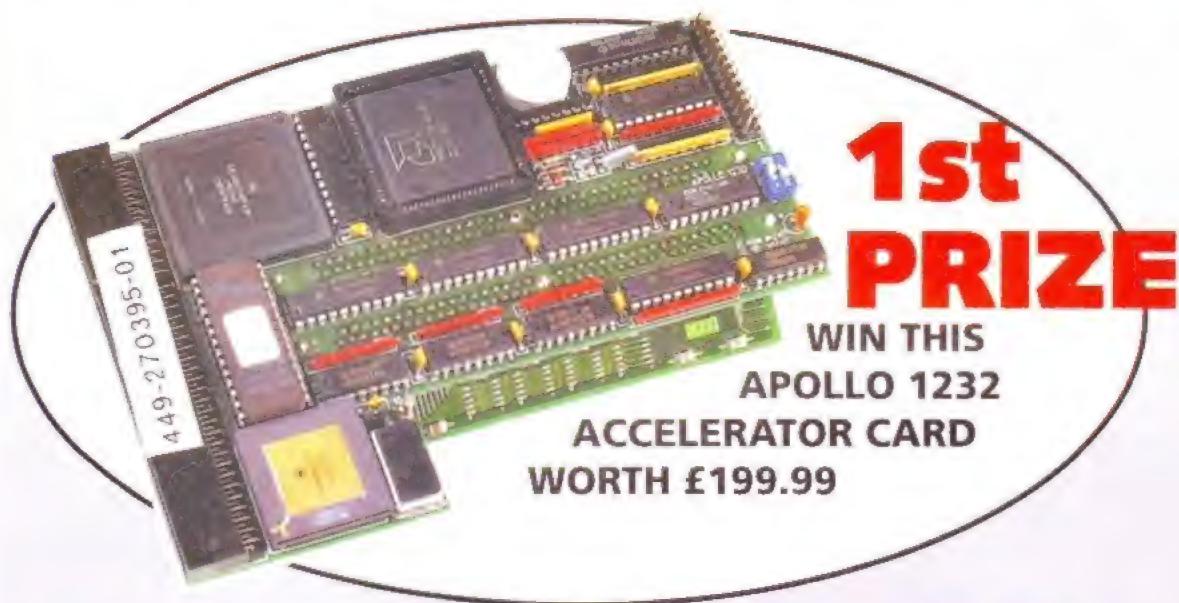


A more comprehensive set of customisable options ensures longevity for *Fears*. More games should offer this.



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## and a copy of Coala

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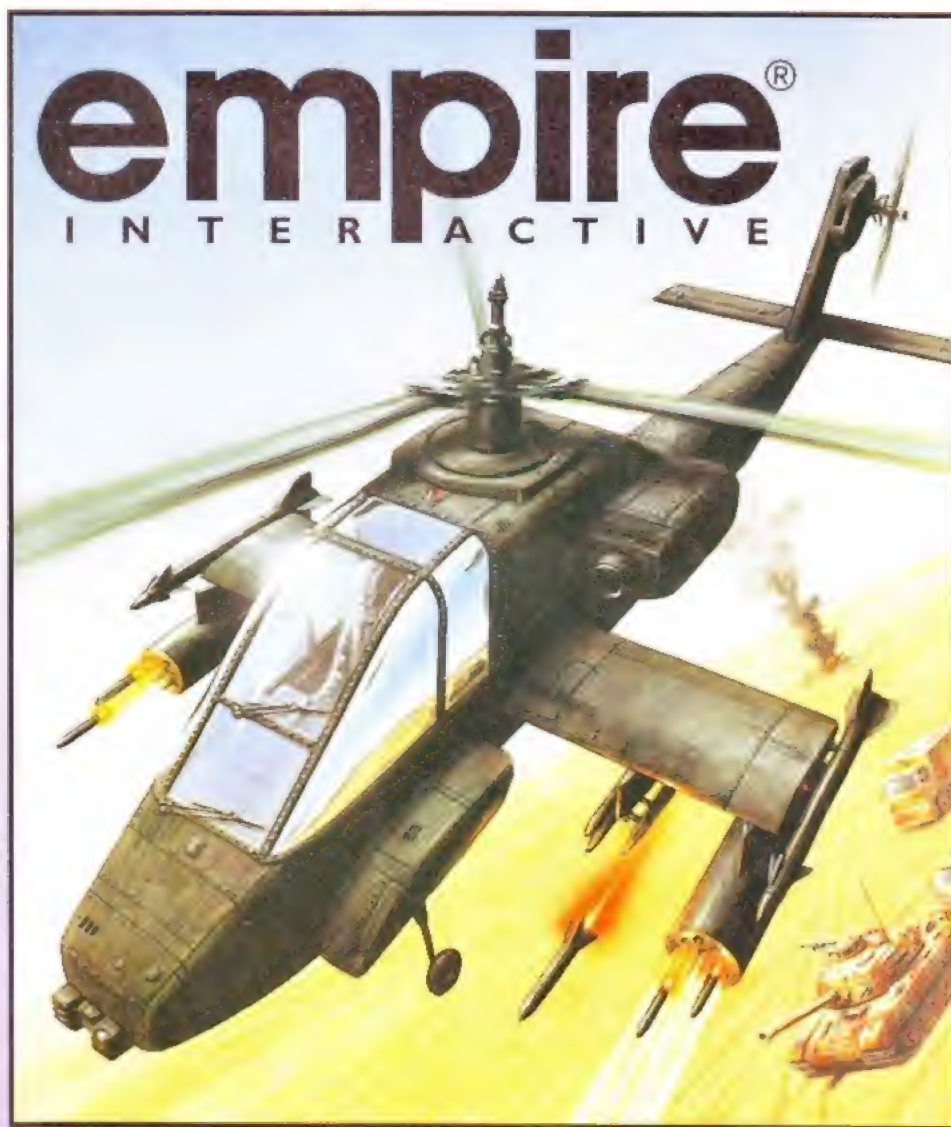
**Empire Coala Competition,**  
29 Monmouth St, Bath, BA1 2DL.

Alternatively, send your answers via e-mail to:  
amformat@futurenet.co.uk, putting *Coala Compo*  
in the subject line. The draw will be made on  
8th December. Good luck

### QUESTIONS...

1. Which of the following is not a type of helicopter?  
a) Chinook  
b) Apache  
c) Sidewinder
2. How many different types of helicopter can you pilot in the game *Coala*?  
a) 1  
b) 3  
c) 4
3. What type of processor is used in the Apollo 1232?
4. What do the initials FPU stand for?

No employees of Future Publishing, Empire, or Siren may enter. No correspondence will be entered into. So there.



With the accelerator prizes on offer here from Empire Interactive, you'll be able to experience the beauty of *Coala*'s graphical detail, processor speed and frame rate.

The choice is even open to fight against *both* sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

COALA REVIEW PAGE 44



Siren



Siren



Siren



Siren

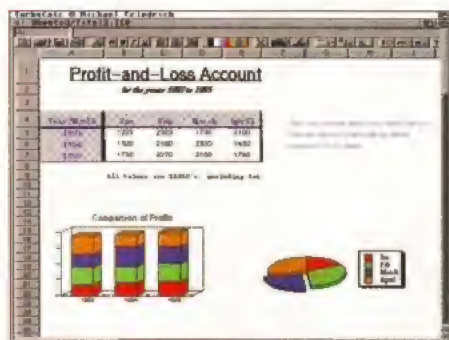




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- Award-winning spreadsheet with over 52,000 users in Germany!
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Painting has never been so liberated! Personal Paint's unique virtual memory facility uses free disk space to supplement RAM, and in doing so, relieves memory constraints.



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- Stunning effects like emboss, water-colours, transparencies and stereograms.
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## New! Datastore 2



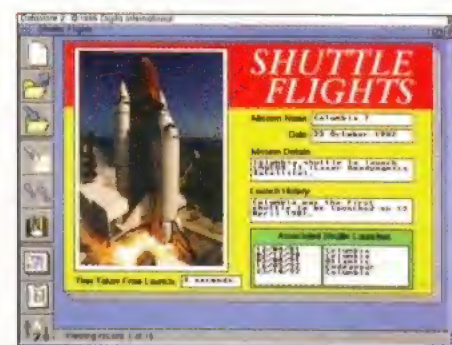
**“F**riendly. That's how I'd sum up

Datastore. There are so many helpful features, like DigiSense for example—it knows what I want to type and helps me type it! Time-saving features like that make all the difference.”

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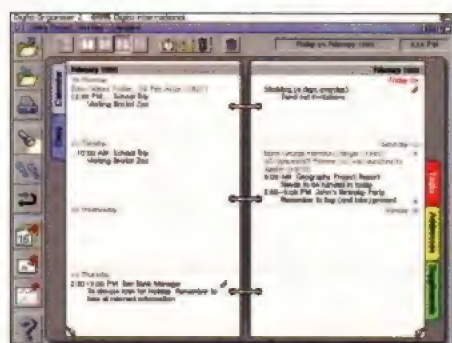
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# New! Organiser 2

**“I wished I'd bought the Digita Organiser earlier. Imagine, an organiser which looks and works just like the real thing! Now, I never forget birthdays or bills, and I really plan my time effectively. I've learnt a lot too with the Diary Themes and Supplements.”**



The Digita Organiser features built-in intelligence that we call DigiSense. Like Auto Date for example, which senses the date you want and helps you type it, and Auto Start™ which automatically starts other programs when you wish.

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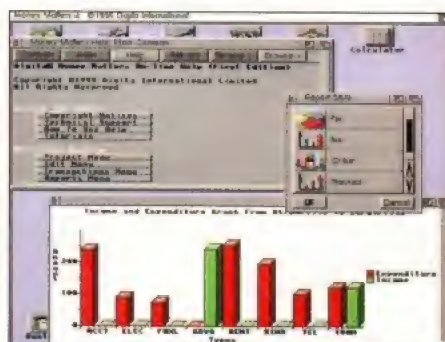
Worth £9.99 FREE with Organiser 2

# New! Money Matters 4

**“I dreaded working out my finances at the end of the month. I always seemed to end up owing more than I had left over. In fact, my finances were a bit of a muddle and a lot of hassle.**



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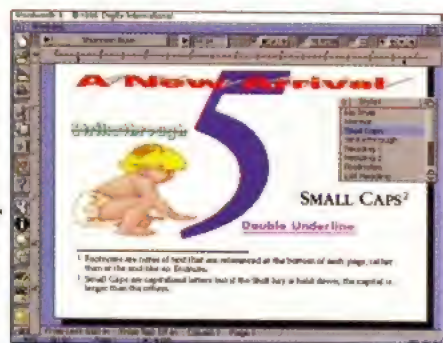


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**“I have made some very nerve wracking decisions in my lifetime—joining Her Majesties Forces—Parachuting—volunteering for near impossible things—but one of the best decisions I have ever made was to buy Wordworth!”**



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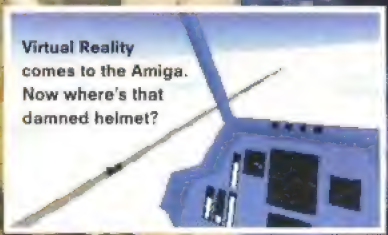
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# SCREEN PLAY

## Alien Breed 3D



Virtual Reality comes to the Amiga. Now where's that damned helmet?

We sold our souls to convince Team 17 to leave *Alien Breed 3D* with us. We're glad we did. Now we can play it in hell. Ha. p49

### AMIGA FORMAT

#### CHANGING FACE



The games industry needs the Amiga more than the Amiga needs the games industry. A contentious statement perhaps, but there's no doubt that this Christmas is going to sort out the men from the boys in the games development arena.

The PC market, in the UK at least, isn't paying the dividends many developers expected. Amiga titles are still steadily outselling PC titles. Several well-known developers' purse strings are reaching breaking point. Many are quietly ruing the day they quit the Amiga.

The PC market is inhabited by a completely different kind of consumer than the Amiga. To most it's an unfriendly box they need for work. Only a very small percentage are interested in games.

The sooner developers realise this and start developing Amiga games like *Coala* and *Alien Breed 3D*, games that makes use of extra memory and accelerator cards, the better.

Amiga users, on the whole, are more clued up than their PC brethren. If more developers take note of this, rather than what their competitors are doing, the gaming world will be a happier place.

Rest assured, Amiga gamers will reward them.

Steve McGill

#### AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

#### WHAT OUR REVIEW SCORES MEAN

**90+%**  
The crème de la crème. Only the very best, most playable and original games are awarded an AFGold – the most highly prized rating there is.

**80-89%**  
These games are very good, but due to minor flaws are not the finest examples of their genre.

**70-79%**  
Good games which are worth buying, especially if you have a special interest in a game type.

**60-69%**  
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

**50-59%**  
Below average games which are unlikely to impress your mates or your wallet. Avoid.

**40-49%**  
Overwhelmingly poor quality games with major flaws and appalling gameplay.

**Less than 40%**  
The absolute pits.

#### IN PREVIEWS THIS MONTH ARE...

##### BLITZ BOMBERS

page 43

Written in Blitz Basic, this title should show Super Bomberman on the SNES the way that Bomberman-style games ought to be done. Also 3D racing game *Leading Lap*.



VIRTUAL KARTING: 3D Racing in Karts.



THOMAS: Top fun for Fat Controllers.

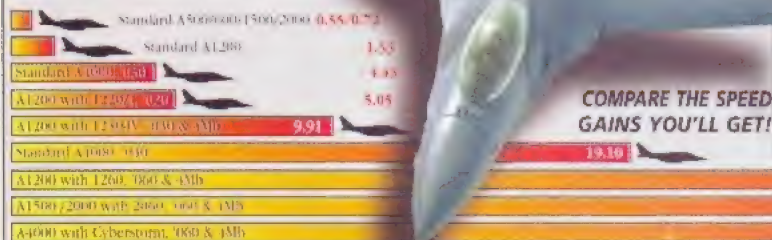
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A game written in Blitz that promises to be a blast and a 3D racing game delayed from release due to some 3D enhancements. Here's **Steve McGill**.



# Previews



**BLITZ BOMBERS:** Following the lead of Super Skidmarks, Leading Edge have promised that there'll be serial-linkable, eight-player-at-one-time bombing fest. Format can hardly wait.

## BLITZ BOMBERS

**AGA Amigas ■ Leading Edge**  
**01302 890000**

Dyna-Blaster, Bomberman, Super-bomberman. They all have one thing in common. They promote rampant individualism and outrageous aggression, while at the same time encouraging people to blow up and kill their friends. Wahey.

Everyone who's anyone should know by now just what's involved. You control a little geezer who has to rid a maze of the blocks standing between him and his opponents. He does this by blowing them up with a bomb.

Sometimes, blown-up blocks reveal a power-up underneath which can offer the player anything from a time-delay, to extra power in the bomb's blast area. Part of the secret of winning and killing the others lies in using the power-ups to best advantage.

So, considering Dyna-Blaster's been around for an age and a day, what does *Blitz Bombers* offer that hasn't already been taken care of by the aforementioned classic.

The first thing you'll notice, especially if you've already tried out our Coverdisk demo, is the sheer number of power-ups and bonuses employed by the game.

Most importantly, for top, multi-player fun at least, is the inclusion of a serial link option, which means that up to eight players can play against each other at the same time. You'll need two screens and two Amigas, but that's as good a reason as any to make new friends.

Leading Edge and Guildhall still haven't set a definite release date, but when they do, rest assured we'll let you know.

## LEADING LAP

**1Mb Amigas ■ Black Legend**  
**01438 840004**

If half the promises made of *Leading Lap* from Black Legend are true, then this is certainly going to be a 3D driving game to look forward to.

Hailed as an F1GP beater, the races take place not only on the race track, but also on normal roads both city- and country-based. Therefore,



**BLITZ BOMBERS:** Plenty of power-ups and tunnels to hide in. Should be fun.

expect to meet: cars travelling in the opposite direction, tractors chugging along slowly, level crossings packed with car damaging trains, stupid sheep and hazardous junctions that present, er, a hazard.

According to Black Legend, the design of the race tracks will also enable astute drivers to cash in on the vulnerability of the computer-controlled opponents. By driving in front of them, the player can force the cars to spin out and crash.

It can be assumed that *Leading Lap* isn't an out-and-out serious racer. It does, however, offer a serial link option, which always counts highly in favour of a game with AF. Owners of accelerated Amigas will find that they can turn on extra graphical detail. Another plus in our book. The full game will be ready for review next issue – until then, take a look at the grabs and wait in anticipation.



**BLITZ BOMBERS:** There are going to be over 80 screens worth of bombing action. One to look forward to.

**LEADING LAP:** Hailed as an F1GP beater, we'll wait until we see the whole game.



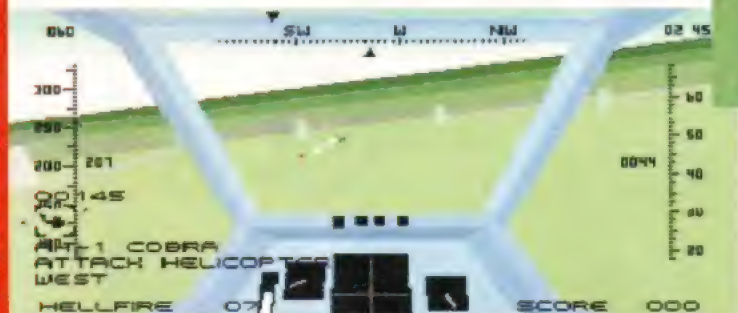
**LEADING LAP:** Races will take place over several scenarios. Watch out for the sheep.



**Steve McGill** makes himself comfortable in the virtual cockpit, ready for take-off in this sophisticated helicopter flight sim.



# Coala



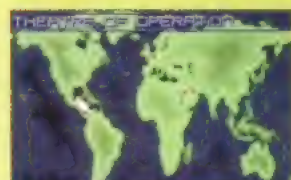
Targeting flying targets with Hellfires is easy. Look to the left.



The virtual cockpit in action. Here, we've got a Western Chinook transport helicopter in our sights without having had to line our chopper up with the gun sight. Works beautifully.

## THEATRES

There are four corners of the world that can be fought in.



Select where you want to fight.



Western Europe's a bit chilly.



Middle America is cultured.



Little cover in the Middle East.



No protection in Antarctica.

Imagine being given the freedom to fight for the forces of democracy against tyranny or the forces of tyranny against democracy. Imagine being given one of the most sophisticated battle helicopters known to military science to achieve this (ig)noble aim. Imagine no longer, *Coala* is here.

*Coala* is a helicopter flight sim with a difference. Traditional flight sims rely on all manner of technical frippery and detail to maintain their authenticity and sense of realism. *Coala* ignores all that.

Instead, *Coala* relies on the credibility and realism of the battlefield. Taking place within the confines of a three dimensional, finite, wraparound world, each combat mission and scenario witnesses the forces of the East pitched against the forces of the West.

Dispensing with tradition, in *Coala* you are totally neutral and can choose which side to fight for. The choice is even open to fight against both sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

As is to be expected of a pseudo flight sim, *Coala* takes place within a three dimensional world. The player starts the game at a Western base within the cockpit of a battle copter; there are four different types to be flown in all.

Controls are simple and easily picked up. All that needs to be done to take to the air is to give the engine enough collective to overcome gravity. The chopper will take off and the player can start moving about. The easiest method of controlling the chopper requires use of the mouse.

Mouse control quickly becomes intuitive and offers the unrestricted freedom of analogue responsiveness.

Even more emancipating is the 'virtual' cockpit. By pressing the right mouse button and holding it down, an unrestricted three dimensional view can be taken. That is, the chopper continues on its path and the view simulates the pilot looking around him.

This is particularly useful when lining up targets. Rather than having to keep the whole chopper in line, the pilot only really needs to get close to the target. From there, it's just a matter of moving the cross hairs of the currently selected weapon system to line up with the unfortunate victim's vehicle.

Tricky to use at first, it soon becomes a cake walk. At times, depending on the enemy you're taking out, it almost feels like an unfair advantage. But not quite. For there is no such thing as an unfair advantage in war. And that's what *Coala* is - total war.

Each of the missions and scenarios has a life of its own. If the player chooses to take no part, the battle will still be decided by the computer participants fighting each other. Part of the strength and believability of *Coala* belongs to the internal dynamics of the battlefield and the artificial intelligence of the battlefield's protagonists.

If desired, this artificial intelligence can be observed by choosing to view any of the planes, choppers, tanks, trucks, etc. in action. It's just a simple manner of selecting the requisite view from the keyboard and cycling through all of the participants until you reach the one you want to follow. It's possible, therefore, to fly with an enemy plane that's just about to take you out with a heat-seeking missile.

The beauty of the views is the ability to look all around the chosen vehicle in a full 360 degree, three dimensional pan. This flexibility can also give the discerning player an insight into the tactics adopted by adversaries, so that more effective counter measures can be taken when going head-to-head.

Of course, there's a pay-off for all of this artificial intelligence and 3D power - that of processor speed. After all, what's on offer here is more than previously offered by traditional sims. Other than Dawn Patrol and Overlord, no other sim has provided a 'virtual'



The view a fired missile sees. Terrific stuff.





Custom scenarios can be made as difficult or as easy as you want. Choose from any vehicle.

cockpit. That *Coala*'s is the best and easiest to use is beyond doubt.

But there's a trade-off to be made between graphical detail, processor speed and frame rate. Power-challenged Amigas like the 500 and 600 need a 68020 with 2Mb minimum to run *Coala*. A1200 owners will find that some Fast memory is desirable to avoid a jerky effect.

Luckily, the programmers have included an option screen whereby features such as ground and object detail can be set high to low on a scale of 1 to 10. Other processor-hungry cosmetics, such as horizon detail and viewing distance, are also customisable – so a standard vanilla A1200 runs *Coala* satisfactorily, though not brilliantly.

If you have the requisite hardware (and even if you don't, you can still win it – check out our *Coala* compo on page 36) the question needing to be asked is: "Is *Coala* worth buying?"

The answer has to be yes, but with some reservations. The game, despite some excellent features, looks old-fashioned – no texture maps and a limited palette. The terrain is flat – no mountains or hills to hide behind.

The mission structure is a series of self-contained one-offs, giving the feeling that there is no cohesive sense of progress and that there's no 'bigger' picture within the game. This gives the whole thing the feeling of a glorified, although thoroughly enjoyable, shoot-'em-up.

Despite that, I would still buy *Coala*. You can create your own fully customisable "What if?" missions. It makes intelligent use of the Amiga hardware and it enables you to pit your wits against the artificial intelligence routines of the programmers.

Not yet good enough to be considered a classic, it hints at the sort of 'Next Generation' games a properly powered Amiga is capable of and, as such, deserves to be bought in numbers. Hopefully, the commercial success that the game deserves will encourage the programmers to inject more cohesion and believability into the package for *Coala 2*.

## ANATOMY OF A BATTLE

The combat scenarios in *Coala* take place whether the player engages the enemy or not. Tabs can be kept on the progress of all vehicles by cycling through the view button. This lets the player visualise the 'bigger picture'.



This is your chopper. Gives a wider field of vision than the cockpit.



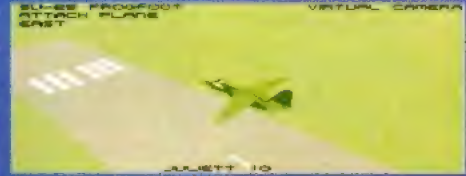
Here a Western F15 takes out a Frogfoot with a sidewinder.



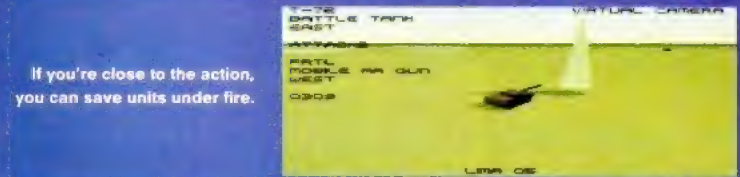
Transport trucks pass each other on the right-hand side. Bloody Europeans.



This Flogger is just about to flog Western A10 Warthog.



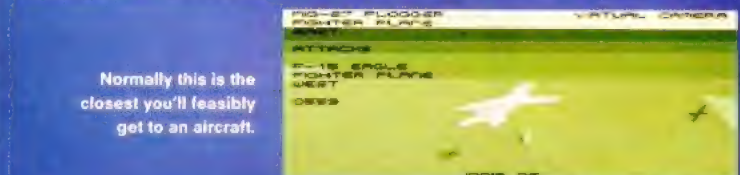
The number of planes taking off can be monitored



If you're close to the action, you can save units under fire.



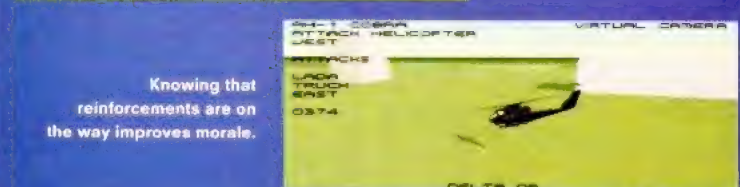
Shooting civilians on the battlefield is a hazard.



Normally this is the closest you'll feasibly get to an aircraft.



The option exists to zoom in on the viewed vehicle.



Knowing that reinforcements are on the way improves morale.



## COALA

Publisher

Empire Interactive

Price

£29.99

Versions

One ECS/AGA version

System requirements

A500/600 with 68020  
2Mb RAM

Release date

November

Graphics 7 out of 10

Old-fashioned. Even for a flight sim.

Sound 8 out of 10

Surprisingly good. Gives clues to enemy's location.

Addiction 8 out of 10

Surprisingly addictive. May flag after a couple of weeks, though.

Playability 9 out of 10

3D graphics and virtual cockpits are made for each other

Overall verdict

If you don't like flight sims but still want to fly, *Coala* is the game you've been looking for.

# 85%

There is no such thing as an unfair advantage in war. That's what *Coala* is – total war.





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**Branded DSHD**

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The charts are  
copyright ELSPA.

**Fears** straight into number one in the Top A1200 game chart upon release. Will *Alien Breed 3D* follow in its footsteps next month? Stay tuned!

# The Top Games

CLOCKWISE FROM LEFT:  
*Premier Manager 3*, *Ultimate Soccer Manager*, *Colonization*,  
*Sensible Golf*.

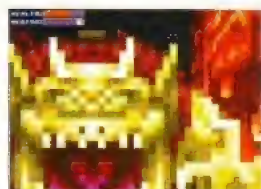
CENTRE: *Player Manager 2*.

Weekly chart updates can be  
found on FutureNet, Future  
Publishing's own Internet site:  
<http://www.futurenet.co.uk/computing/amigaformat.html>.

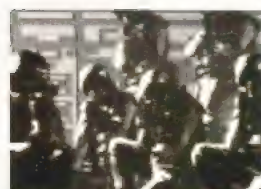


## Top-10 CD32

- |    |                    |       |
|----|--------------------|-------|
| 1  | Gloom              | FG91% |
|    | Black Magic        |       |
| 2  | PGA European Tour  | 83%   |
|    | Ocean              |       |
| 3  | Microcosm          | 40%   |
|    | Psygnosis          |       |
| 4  | Super Skidmarks    |       |
|    | Acid               | FG92% |
| 5  | Rise of the Robots | 18%   |
|    | Mirage             |       |
| 6  | Jetstrike          | 78%   |
|    | Rasputin           |       |
| 7  | Morph              | 78%   |
|    | Millenium          |       |
| 8  | Subwar 2050        | 87%   |
|    | Microprose         |       |
| 9  | Liberation         | FG91% |
|    | Mindscape          |       |
| 10 | The Chaos Engine   |       |
|    | Renegade           | FG92% |



**GLOOM:** Still reigning supreme with the CD32 faithful. Good taste abounds.



**MICROCOSM:** Fulfilling the cheap gaming maxim of "Crap does sell".

## THIS MONTH'S FULL-PRICE TOP-20

- |          |       |   |       |              |
|----------|-------|---|-------|--------------|
| 1 (1)    | ..... | Player Manager 2 (Anco/Virgin)              | ..... | 81%          |
| 2 (3)    | ..... | Sensible World of Soccer (Renegade)         | ..... | FG95%        |
| 3 (2)    | ..... | Premier Manager 3 (Gremlin)                 | ..... | 85%          |
| 4 (6)    | ..... | Ultimate Soccer Manager (Impressions)       | ..... | 84%          |
| 5 (7)    | ..... | Colonization (Microprose)                   | ..... | FG95%        |
| 6 (4)    | ..... | Sensible Golf (Virgin)                      | ..... | 81%          |
| 7 (9)    | ..... | Super Skidmarks (Acid Software)             | ..... | FG92%        |
| 8 (Re)   | ..... | PGA European Tour (Ocean)                   | ..... | 83%          |
| 9 (10)   | ..... | Fifa International Soccer (Electronic Arts) | ..... | 79%          |
| 10 (New) | ..... | Starlord (Microprose)                       | ..... | 52%          |
| 11 (8)   | ..... | Skidmarks (Acid Software)                   | ..... | FG90%        |
| 12 (16)  | ..... | Tactical Manager 2 (Black Legend)           | ..... | 55%          |
| 13 (15)  | ..... | UFO: Enemy Unknown (Microprose)             | ..... | FG90%        |
| 14 (12)  | ..... | Rise of the Robots (Time Warner)            | ..... | 18%          |
| 15 (New) | ..... | Ishar Trilogy (Silmarils)                   | ..... | 82%          |
| 16 (14)  | ..... | Jungle Strike (Ocean)                       | ..... | 87%          |
| 17 (11)  | ..... | Kick Off 3 (Anco)                           | ..... | 75%          |
| 18 (Re)  | ..... | Football Glory (Black Legend)               | ..... | 80%          |
| 19 (13)  | ..... | Combat Classics 3 (Empire)                  | ..... | Not reviewed |
| 20 (RE)  | ..... | World Cup Year 94 (Empire)                  | ..... | 85%          |



## FEARS:

Straight to number one upon release. It'll be interesting to see how it stands up to *Alien Breed 3D* when it arrives.

## Top-10 Budget

- |    |                      |       |
|----|----------------------|-------|
| 1  | Indiana Jones        | 81%   |
|    | Kixx                 |       |
| 2  | The Settlers         | FG94% |
|    | Blue Byte            |       |
| 3  | Zeewolf              | FG90% |
|    | Empire               |       |
| 4  | Formula 1 Grand Prix | FG94% |
|    | Powerplus            |       |
| 5  | Dawn Patrol          | 69%   |
|    | Empire               |       |
| 6  | Monkey Island 2      | FG95% |
|    | Kixx                 |       |
| 7  | Mortal Kombat        | 74%   |
|    | Virgin               |       |
| 8  | Space Hulk           | 77%   |
|    | Hit Squad            |       |
| 9  | Kingpin              | 67%   |
|    | Team 17              |       |
| 10 | Syndicate            | FG94% |
|    | Hit Squad            |       |

## Top-10 A1200

- |    |                         |       |
|----|-------------------------|-------|
| 1  | Fears                   | FG92% |
|    | Manyx                   |       |
| 2  | Gloom                   | FG91% |
|    | Black Magic             |       |
| 3  | Ultimate Soccer Manager | 84%   |
|    | Impressions             |       |
| 4  | The Lion King           | 69%   |
|    | Virgin                  |       |
| 5  | Jurassic Park           | 74%   |
|    | Ocean                   |       |
| 6  | Sim City 2000           | FG90% |
|    | Maxis                   |       |
| 7  | Pinball Illusions       | 88%   |
|    | 21st Century            |       |
| 8  | Guardian                | 88%   |
|    | Acid                    |       |
| 9  | UFO: Enemy Unknown      | FG90% |
|    | Microprose              |       |
| 10 | Morph                   | 78%   |
|    | Millenium               |       |

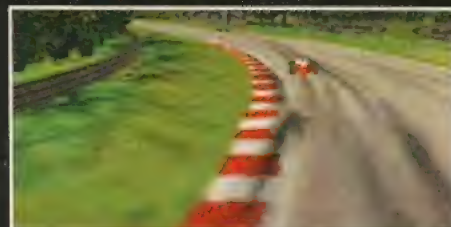


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Looking for some atmosphere, fear, excitement, tension, apprehension, and fun? Steve McGill was. He found it when he reviewed *Breed 3D*.



# Alien Breed 3D

**T**here's no doubt about it. This Christmas is going to witness the biggest fight the Amiga, Amiga owners, and Amiga developers have ever seen since the Amiga concept became reality.

That this fight could alter the course of home computing history is beyond question. If the Amiga does the unimaginable, and loses, it'll herald a sad sad era of darkness and techno slavery for Amiga owners, Joe Public, and the rest of the World.

A grave scenario indeed. And one that must never be allowed to happen.

The Amiga succeeded despite Commodore's inept marketing strategy. It succeeded because it captured the imagination of the imaginative, the creative, and the visionary. It succeeded because it was the computer of the people. And most of all, it succeeded because the people loved it.

That it can fight back and again win its rightful position of prominence is going to be more difficult than ever before.

External forces with more money and bigger marketing budgets than you could throw a Third World country at will be out in full Stormtrooping jackbooted media imperialistic force.

## Fight back

But the Amiga can resist. It's in possession of the most powerful

marketing force known in the world. A force that can't be bought or silenced or bullied or ignored. And that force relies on people talking, for it's nothing more nor nothing less than word of mouth.

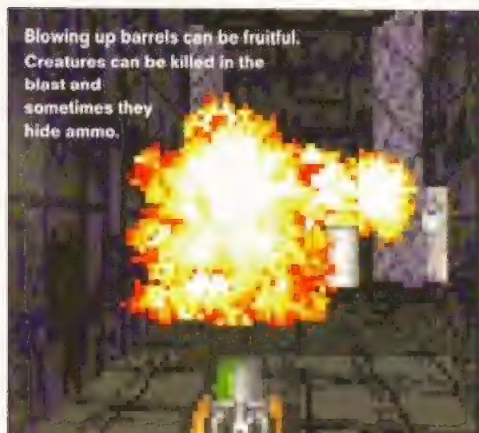
Amiga owners talk to each other more than any other gaming fraternity. It's word of mouth that keeps the Amiga alive. It's word of mouth that keeps the Amiga

vibrant. It's word of mouth that keeps the Amiga exciting.

So, I've kept you waiting this long and still haven't mentioned *Alien Breed 3D* from Team 17. Hopefully I've made a point of sorts about the Amiga's strength and the inherent power of word of mouth.

I say hopefully, because I'm going to ask you a big favour; something that I've never done

Continued overleaf →



Blowing up barrels can be fruitful. Creatures can be killed in the blast and sometimes they hide ammo.

■ Be prepared to have your imagination captured as the game immerses you in a dangerously harsh world.





## ALIEN BREED 3D

Publisher

Team 17

Price

£29.99

Versions

A1200/A4000

System requirements

2Mb

Release date

Out Now

Graphics 9 out of 10

Fast, smooth and very convincing.

Sound 9 out of 10

Convincing, eerie, scary, and frightening.

Addiction 9 out of 10

The world pulls you in and invades your imagination.

Playability 9 out of 10

Balanced, poised, atmospheric, intuitive, fantastic.

Overall verdict

They said people bought PCs to play Doom. People should buy A1200s in droves to play Alien Breed 3D. One of the finest Amiga games ever.

# 93%

Underwater pools often conceal useful pieces of equipment like medi-kits, guns and ammo.

◀ before since joining Amiga Format. The favour's simple – get in touch with Team 17 by whatever means are available: e-mail, net access, phone, write, parachute... anything.

Tell them how good *Alien Breed 3D* is. Tell them what you like about it. Tell them what works and what doesn't. Tell them what you'd like to see improved.

But most of all, ask, plead, beg, grovel, implore and petition them not to leave the Amiga market. The market needs them to produce more games like *Breed 3D*. The market needs more games like *Breed 3D*.

### Simply the best...

For *Breed 3D* is quite simply one of the best games ever to appear on the Amiga. It exploits the AGA hardware, injects it with euphoric gameplay and, at the same time, radiantly displays the potential that lies in the heart of a well-coded A1200.

Be prepared to have your imagination captured as the game immerses you in the dangerously harsh world of the Breed and their foul brethren. Feel the adrenaline invigorate your senses as you frantically switch between out-and-out fearless aggression and cringingly fearful, trembling paranoia.

Yes, *Breed 3D* does all that, plus

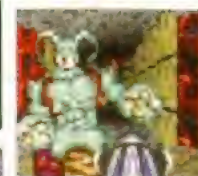


"Pchoom Kchack" said the double-barrelled, pump-action shot gun as it killed a baddie.

some more, to the player as they play. Put it down to the perfect balance of design, aesthetics, gameplay, intuitive control, involvement, consistency, internal dynamics and fun.

The layout of the sixteen levels is believable enough in an Alien kind of a way. There are no pointless dead ends. There are extremely atmospheric, submerged areas. And, Doom-beatingly, the levels have different floor layers requiring the traversing of stairs, ramps, lifts and other obstacles to access them.

Frustratingly, though, there is no map to access. But, by way of compensation, changes in wall and floor textures in the various sections helps compartmentalise the levels and keep everything at a manageable, memorable level,



You don't meet a dead bloody monster for ages. Suddenly two come along at once.

alleviating, to a limited degree anyway, the need for a map.

### The choice is yours

Married to the design of the levels is an intuitive control system, offering maximum flexibility and degree of choice:

Keyboard control can be completely reconfigured to the player's choice, although it's unlikely to be changed from the pre-set keys. Mouse control is possible also, but it wasn't my control system of choice.

The joystick is okay, but wilts slightly in front of the might of the keyboard. The best system is probably that of CD<sup>32</sup> controller use – you can run, duck, fire weapons, operate lifts and doors, select weapons and, most importantly, use

## I KNOW SOMETHING YOU DON'T KNOW

One of the strategies that can make all the difference in the survival stakes is that of secret rooms and alcoves. They often conceal caches of ammo, medi-kits, weapons, or all three. It can be difficult to spot them, but not impossible.



Mindful that there are secret doors waiting to be found, you decide to press space...



...when suddenly, hey presto, a door appears. Aren't you glad you're alive.



What's that strange rippling over there on the left? If you're not sure, it's always...



...worth investigating. Because it might just lead to a precious little find like this one.

He hasn't been using Oxy10, so it's time to Oxy-cute him.





## LOOK OUT BEHIND YOU!

First person perspective limits what you can see. To compensate, a key's been provided that lets the player look behind them quickly and safely.



Trading as carefully and as quietly as possible, you aim to take a quick peak round the corner.



But what's this. A quick glance over the shoulder reveals skullduggerous plans afoot. Turn round quickly and blast him.

the sidestep easily in a devastatingly effective manner. In all, a tremendous selection that should see everyone but DC Thomson of Dundee happy.

The monsters inhabiting the levels are various and present their own little problems in choosing the most efficient method of dispatching them. Unlike the monsters in *Fears*, *Breed*'s denizens exhibit a limited believable intelligence. They run about a bit, dodge, weave, and attack you at every opportunity.

As expected, different weapons do different types of damage and it's in this area that players should familiarise themselves well. It means the difference between success and death. The weapons sound wonderful when fired. Although the double barrelled shotgun acts as a pump action – quirky.

### A sounding success

While on the subject of sound, it deserves a special mention. It enhances and expands an already bristling atmosphere.

When walking through levels that are semi-submersed, the

splish-splash of wet footsteps, the occasional howl of distant breed, the reflections from the graphics, the squeal of monsters that have been shot all meld together and pull you into a disturbingly violent, unfriendly world.

It's you, your wits and your weapons. And that's tops.

To finish off, the way the game makes use of accelerator cards deserves a special mention (see our enhanced gaming feature starting on page 33). With an accelerator fitted, everything becomes silky smooth and can easily live with the *Dooms* and *Marathons* of the world. Their use further enhances the credibility and immersion factor of the game's scenario.

So, if you own an A1200, or are about to through the Amiga Magic pack, buy *Alien Breed 3D*. Convince Team 17 that their plans to leave the Amiga market would be a tragedy for them and Amiga owners throughout the world.

Convince them that there's still a lot of respect for their Amiga-ware out there. Buy *Breed 3D* and convince them. Make *Breed 3D* the smash it thoroughly deserves to be.



## A QUESTION OF DETAIL

*Format* is the first magazine to highlight the detail feature that can toggle between Gouraud shading, texture mapping, shaded floors and no shading at all. These features help maintain running speed.



In this screenshot you can see that we've switched off all of the detail for the floors and the walls. On an unexpanded 1200 it runs smoothly.



Here we've got all the textures switched on. It's more realistic and adds to the atmosphere and feeling that you're immersed in another world.

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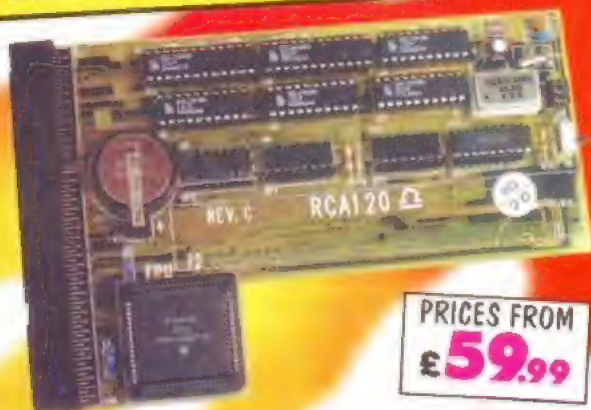


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And that's just one of the less fanciful theories surrounding the November 1963 assassination of President John F Kennedy in Dealey Plaza, Dallas. This month, we pay homage to the man (briefly) and sift through the facts, mumbled half-lies and contentious Mafia-related conspiracy theories to bring you our deeply personal account on what we think happened, according to the subject the reverential degree of sombreness and respect that it deserves.



So take time out from the previews (Ubi Soft returning to the Amiga shocker!), the reviews (21st Centuries' Pinball Mania bundled with the new A1200s and not very good at all shocker!) and our hefty hints and tips section to digest THE TRUTH.

Could Lee Harvey Oswald have hit Kennedy from the Book Depository window? Why aren't the British any good at political assassination? And who else could have possibly done it? We reveal all. Sort of.

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**THE TRUTH IS IN HERE**





Being aimed at three-year olds upwards, we decided to get **Richard Jones** to take a look at this game; he's the biggest kid we know.



Percy. What sort of a name is that?

# Thomas The Tank Engine's Pinball



In days of old, we used to call Oliver Reed, Oliver Big Toby. Oh, how we laughed.

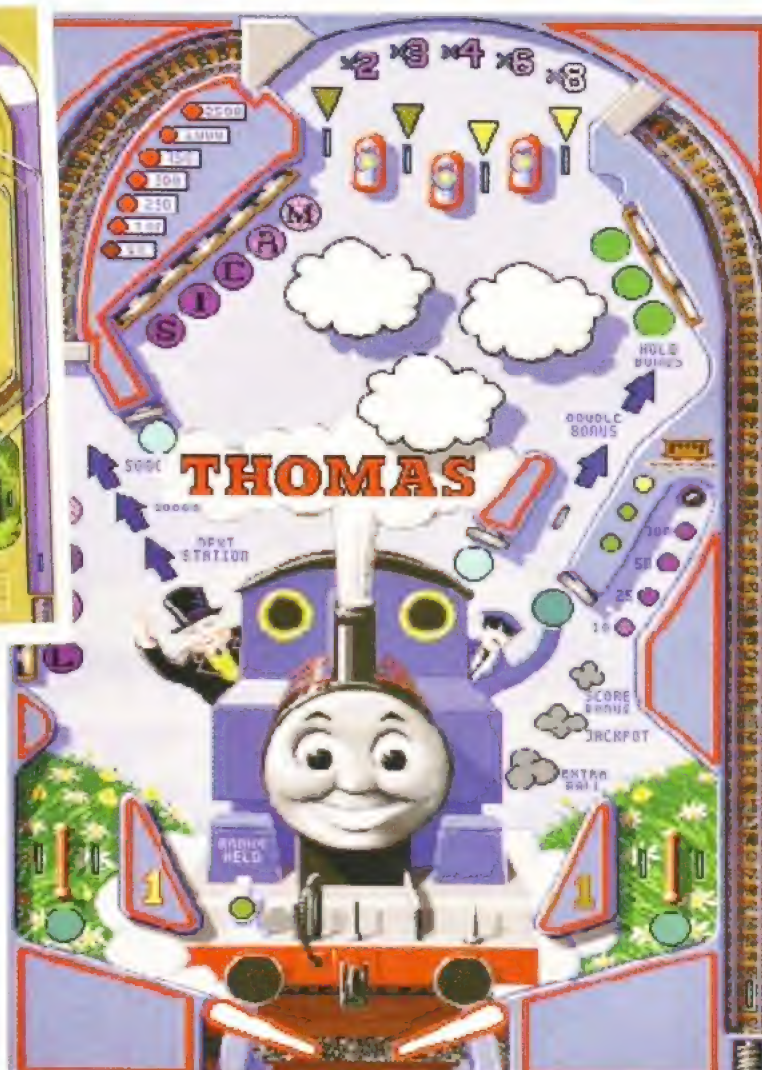
I've got a problem with computer pinball games. Football, golf, cricket and darts, I have played and enjoyed on the Amiga – but pinball? Nah.

To play all the other games involves some measure of organisation and effort (both physical and financial – yes even darts), but pinball? If you've got a pound in your pocket and are in the centre of a large town, you will be surrounded by all manner of *real* silver ball opportunities in arcades and pubs.

And I'm afraid no Amiga games can come close to the thrill of the real thing – not Pinball Dreams, Pinball Illusions, Pinball Mania and, no, not even the cute *Thomas The Tank Engine's Pinball*.

Now, I will readily admit that if you are three years old (Thomas is aimed at age three upwards), you are unlikely to find yourself with a pound in your pocket in the centre of a large town with time to kill. If you do, you are lost, or your parents have abandoned you. Find a policeman immediately.

So, in that sense, I suppose comparisons with the real thing are a



Look closely and you'll see that there are no exit lanes on the right or the left. The only way a ball can be lost is if it manages to go between the two flippers. Lots of fun for, you know, kids.

tad inappropriate. Anyway, what's it like then, this steam-driven pinball affair? Well, it's OK, but not much more than that.

There are four tables (Thomas, Percy, James and Toby), multi-player options and it all works reasonably well – the ball rolls towards the flippers, you hit it and it bounces around the table until it goes out.

Some of the shots are very difficult, and some are virtually impossible, but that's no different to other 'adult' tables. It all scrolls reasonably well, it's bright and

colourful (kids are bound to like it) and, well, it's a perfectly functional kids' pinball game. Buy it if you want a reasonable kids' pinball game for your Amiga.

However, there is an alternative. Have you thought about investing in a sturdy box, or crate? If you do, you can visit your local, child-friendly pub, put £1 in the pinball machine, place the child on the sturdy box or crate facing the table, repair to the bar and leave your offspring playing the real thing and annoying everyone within a 10-yard radius.

## THOMAS THE TANK ENGINE'S PINBALL

Publisher

Alternative

Price

£16.99

Versions

A1200

System requirements

2Mb RAM, AGA chipset

Release date

Out now

Graphics 8 out of 10

Cute engines and flashy things in all the right places. Choo and, indeed, choo.

Sound 7 out of 10

Jaunty and lively. Should please most kids.

Addiction 6 out of 10

Mildly diverting in a soporific sort of way.

Playability 7 out of 10

Mostly on the right track, but some of the shots are virtually impossible.

Overall verdict

Hardly the ultimate pinball experience for kids, but pleasant enough nevertheless.

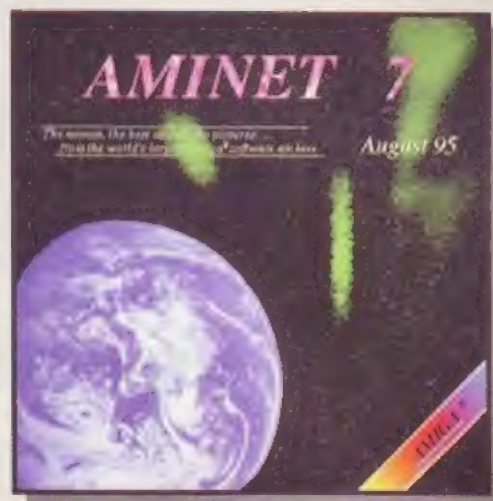
# 79%

■ It's a bright and colourful (kids are bound to like it), perfectly functional kids' game.



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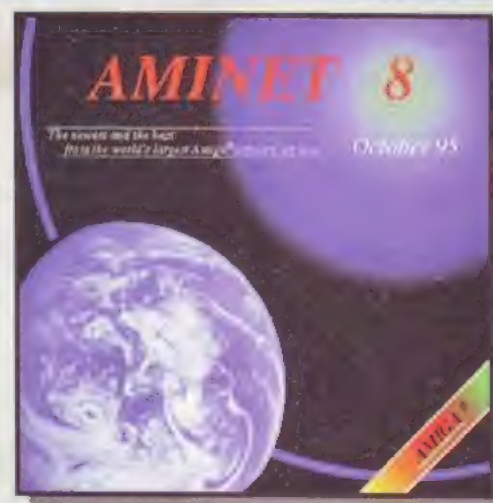
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An update to the world's best-selling Amiga CD-ROM-series has just been released. Aminet CD 8, dated October 1995, contains more than 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more than 500 MB new software has appeared. The current edition has a special focus on modules. More than 1.000 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced further improvements and we are proud to present you a new CD-ROM of superior quality for the Amiga.

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**£14.95**

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I haven't been karting since a holiday to Blackpool as a 9-year old howls **Steve Bradley**. A chequered career, or a chequered flag for this kart-'em-up?

# Virtual Karting



Those two things at the front of the car are feet. They move too.



*Virtual Karting* isn't exactly overweighed with options. There are only three tracks and the learning curve on these is incredibly steep, but at least there are two high-powered cars.

**A**fter battling with these darned karts for a while now, I'm still at a loss to understand *why* the programmer has not included the fire button as an option to use as an accelerator, instead preferring the gamer to struggle manfully with the forward position on the stick/pad, and *why* he's not bothered to proffer the keyboard as a control method?

Dropping in these two simple fellows would have improved the shebang considerably. They could still

not, however, mask the fact that *Virtual Karting* is a game that the Amiga does not need.

Conveniently forgetting for the moment that there is a dearth of karting games on the market, I would suggest that any supporter of the racing genre will already have a game in their collection which is considerably better than this.

The Lotus games, bless 'em. Good ol' F1GP. We won't mention Micro Machines, or Super Skidmarks. There's many more...

Before we continue, don't go thinking that some of the screen shots that dot around the pages are representative of the game.

Our picture grabber had all kinds of trouble with this game. No, *Virtual Karting* is prettier, much smoother-looking and doesn't have all the dodgy lines across it. Our apologies.

*Virtual Karting* is fully texture mapped and this, it seems, is its USP (that will be Unique Selling Point – and who left that damn marketing bible around).

"Oh my giddy Aunt," you exclaim upon discovering that the game runs between 25 and 50 frames per second, depending on whether your machine accelerates faster than one of these here karts.

*Virtual Karting* seems to set great store by its technological 'innovations'. Sadly, it really is not a wildly impressive visual experience.

Hang it, I don't care a jot whether it's texture mapped or novamura-d (that bumpy wallpaper, you know), I want to get in a little buggy – one which I can safely negotiate around bends – and drive very quickly over a variety of courses.

But this game offers no real feeling of speed. You can watch a speedo in the bottom, left-hand corner of the screen and see the old KPH steadily rising, but back in the hotseat you still feel like a pedestrian.



We have to hold our hands high in the air and say: "Sorry Guv". These screenshots aren't ones that we've taken ourselves, simply because those that we captured looked awful – our machine's fault. Unfortunately, though, the game looks better than it plays.



The 2D overhead view at least offers a clue as to where you're going.





There are two ways you can view the races: in 2D or 3D. The 2D option is a straight overhead perspective, while the 3D view has four slightly different angles.

Overhead, the race seems slower, while the lower the 3D angle, the quicker the car seems to move – although when you're the lowest of the low, it's incredibly difficult to anticipate the bends.

So *Virtual Karting* is best played in the highest of the 3D views, where you can get a reasonable sensation of speed while at the same time traverse the bends with as much confidence as the rather difficult to get the hang of control method allows.

In the 2D mode, you can play half screen and the actions are hot pace-wise, though a magnifying glass would be a bonus.

Back to the control method. Holding the joystick/pad forward and controlling the kart to any degree of accuracy is an awful task.

You sway this way and that, oversteering and bumping off course on to the (texture mapped) grass which slows you to snails pace.

It's not such a problem on the beginners course, but once you hop to the next two it's terribly frustrating, particularly on the really tight horseshoe bends.

Yes, I know practice makes perfect, but anyone who's played



One would imagine karting around a Parisian park to be incredibly exhilarating. In real life it probably is, but this 'realistic' karting simulation is less satisfying.

any racing game will know that using the fire button to accelerate is much more satisfying and a darn sight more concise. So actually the mouse control is probably best.

If I was of London extraction I would suggest: "OTM, SORT IT OOOOUUUUT".

It's a shame really. The programmer, Fabio Bizzetti (possibly an Italian fellow) is obviously dedicated to the Amiga, and the work on the graphics and pre-race fly-bys is tremendous, but *Virtual Karting* is a triumph of design over content. Three courses and two cars (100cc and 125cc) – with no championships or leagues to compete in.

But, hey, the texture mapping, the frames per second. I almost feel apologetic – certainly the technical feats of the game are quite tremendous – if the Amiga had an '030 as standard this could have been developed into a much smarter, faster, more enjoyable game.

But when the car is the very devil to control, when the sound-effects are tinny and you feel like you're trundling along in a milk float, something has obviously gone wrong.

As an attempt at producing a 'realistic' karting simulation, this may well be visually excellent, but, as exciting driving games go, it's certainly left in the lower rankings.



## VIRTUAL KARTING

Publisher

OTM

Price

£24.95

Versions

AGA

System requirements

A1200/A4000

Release date

Out Now

Graphics 7 out of 10

They're texture mapped, don't you know. Anyway, not bad.

Sound 4 out of 10

Tinny, but then that's how karts sound, right?

Addition 4 out of 10

Erm. No.

Playability 5 out of 10

Dreadful method of control – easily remedied.

Overall verdict

*Virtual Karting* should be virtually carted off for a quick gameplay fit.

62%

■ You sway this way and that, oversteering and bumping off course on to the grass.



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**Steve McGill** certainly knows his winners from his losers. Check out our regular page for which games to go for and which to avoid at all cost.



# Games Check



## FEARS

(AF76; 92%) Manyx

Truly inspirational use of the AGA chipset merges with a Doom-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.

## ODYSSEY

(AF76; 85%) Audiogenic

Beautiful little platform-based arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

## SUPER STREET FIGHTER 2

(AF75; 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford to sum it up as: "Surprisingly good, except for the graphics".

## VIROCOP

(AF73; 83%) Renegade

Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and,

shock, some *good* music. A game within a game, you battle through various game genres, blasting all and sundry.

The writers have payed obvious 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not very difficult to spot. Almost too cunning.

## COLONIZATION

(AF74; 95%) MicroProse



The biggest score in AF since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilization is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed - importing and exporting. Oh, it sounds dull, but very few games attain the same high standards as those of *Colonization*.

## ROADKILL A1200

(AF74; 80%) Guildhall Leisure

Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints.

Normally, we at AF slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

## SENSIBLE GOLF

(AF74; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga-bow, but they just about pull it off in this quirky, overhead golf-sim. Sure, some of the holes are ridiculous, and it takes time to learn the ins and outs. But Steve Bradley liked it and he must be right, right?

## GLOOM A1200

(AF75; 91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created, developed and programmed using Amiga-only software: Devpac2, Blitz Basic2, Art Department Professional and Deluxe Paint.

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games. ☺

## DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

## BRAVO ROMEO DELTA

(AF76; 30%) Guildhall

Up to the minute political topicality is merged with a backward, awkward control system from the heady world of IBM PC compatibles in the '80s.

Anyone in their right mind should avoid at all costs. It looks and plays absolutely horribly and should be made to suffer from mutually assured destruction.

## SUBVERSION

(AF76; 10%) Guildhall

Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glossily packaged box. Avoid.

## HOLLYWOOD HUSTLER

(AF77; 15%) Desert Star

An anomaly of a release, especially when the price of £24.95 is considered.

Poker games abound in the Public Domain and many of them are far superior to this, both in presentation and the style of Poker played. No redeeming features. Not even the crudely digitised graphics and speech can save it.



**ODYSSEY:** A beautiful arcade/adventure/platform romp which strikes a beautiful balance between gameplay, pace and fun. The main character can change into any of ten creatures.



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# United Public

## Latest Releases

**IMPORTANT... None of these new disks will work on a 1.3 Amiga**

### ANIMATIONS

- PA 173/45 **ITCHY & SCRATCHY II,III,IV** 3 Great cartoon animations just like in the Simpsons  
PA 177 **4 STROKE ENGINE ANIM** A good hires engine animation  
PB 220 **DIET OR DIE (2mb)** Crazy animation about dieting  
PP 221 **ALIEN PATROL (2mb)** A good spacey animation  
PP 222 **DEATHWALK ANIMATION (2mb)** A bankraid with a difference?

### BUSINESS

- PB 074 **REMDATE v2** Address & phone, Calendar, What happened this day & much more!  
PB 075 **INVOICER V2.1** Creates invoice from database of items and customers. It even includes a label printer, and keeps a log. There is also provision for VAT. Very comprehensive and useful.  
PB 076 **DDBASE V6.76** A fully featured database. Stores text, pictures, modules, samples, etc.  
PB 078 **TEXTPLUS v5** Latest version but needs harddrive, archived  
PB 079 **PHONE LOCATOR** Excellent. Find the area of any phone number, includes new codes  
PB 080 **EASYSSTAT** Statistics program  
PB 087 **LITTLE OFFICE 2** Database, Spreadsheet & Word processor

### LATEST DEMOS

- Note: All are AGA and rather good. Fill yer boots!  
PD 305/8 **OXYRON: KILLING TIME (4)**  
PD 313/4 **OXYGENE: INDIGO (2)**  
PD 317/8 **MYSTIC: IMPOSSIBLE**  
PD 320 **OXYRON: TEMPLE OF DISEASE**  
PD 322 **SANTY: ROOTS II**  
PD 325 **HAUROBB: JAMMIN**  
PD 327 **DUPLO: MUCH ADO**  
PD 329/30 **LURKING SHADOWS (2)**  
PD 335 **LACERS X (3mb)**  
PD 337/40 **STAYVROS: DD (4)** 4mb+HD  
PD 344/5 **VIVAT SLOVAKIA (2)**  
PD 348/50 **ARTWORK: GREENDAY (3)** HD only  
PD 352 **STELLAR: HUMAN**  
PD 309/12 **POLKA BROS: TWISTED (4)**  
PD 315/6 **ABYSS: DRUGSTORE (2)**  
PD 319 **TRSI: ANHALONIUM LEWINI**  
PD 321 **GIGA BOSNICK: METAL**  
PD 323/4 **ABYSS: DOVE (2)**  
PD 326 **GATHERING 95 INTROS**  
PD 328 **AVOLON: RESPONSE**  
PD 331/4 **MAN ON MOON (4)** Needs HD  
PD 336 **FREEZERS: LECH**  
PD 341/2 **ANIMFUNES (2)**  
PD 346/7 **PARALLEL: DEEP (2)** HD only  
PD 351 **SCOPEX: ALIEN**  
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### EDUCATION

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PE 132 **GCSE EXAM PAPERS** Revision program produced in CanDo  
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### GAMES

- PG 618 **SOUND THE SPACE CADET & ACE THE SPACE CASE** Two good platformers  
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PG 634 **THESUS XII** An absolutely excellent shoot em up like RType  
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PG 650 **DELUXE PACMAN (AGA)** Excellent Pacman! Look no further for a great game  
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PG 653 **COINMANIA** Nice puzzle... Careful, the floor is collapsing! Shareware  
PG 654 **CHAOS** Old 8 bit style dungeons & wizards game

### A SELECTION FROM OUR CATALOGUE

- IMPORTANT** Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.
- PU 207 **SID2 + MULTIDOS** transfer files between the Amiga and a PC  
PU 230 **PRINTER DRIVERS** Inc latest Seikosha, Star, & Citizen drivers  
PU 367 **ESSENTIAL PRINTING UTILS** Banners, labels, cassettes etc  
PU 167 **MULTIPLLOT** Data plotting program  
PU 204 **GATORS GRAPHICS TUTORIAL** Super D Paint hints and tips  
PU 246 **FREECOPY V1.4** Removes 'Passbook Protection' on some games  
PU 426 **LOCKPICK 2** Disk copier which may also unprotect programs  
PU 697 **TUDE** The ultimate degrader and enhancer disk  
PU 421, 427, 623, and 724 **ASI DISK HELPERS 1 to 4 (4 disks)** A selection of essential utilities. Includes: DiskSalv2, Deepy 3.1, Diskmate, Install Master, Assign Manager, SuperDuper 3.1, Bad Format 4.0, ClickNot v 37.3, Guitare 1.22, Mformat, DiskMaster v3.99 DB v2.0...and more!  
PU 625 **SNOOPDOS v 3** Dos program problem hunter  
PU 714/6 **ICON ARCHIVE** A massive 3 disk collection of icons  
PU 728 **ICONTOLBOX v2.12** Icon creation utility disk  
PU 683 **CAPTIONATOR v2.0** Improved TV titler. New fx, fonts, etc  
PU 712 **PROTITLER** Excellent shareware video titling  
PU 659 **SCION v3.13** Genealogy program, appears to be well set out  
PU 293-317 **HAM RADIO SET** 25 disks for only £15.00  
PU 759 **VIRUS WORKSHOP v5.1** Latest update  
PU 692 **VIRUS CHECKER 6.47** Latest version  
PU 761 **MAGIC WORKBENCH 1.3** Now works on the Amiga 1.3 (HD)  
PU 762 **PC TASK v3.10** Latest version of this PC emulator  
PU 763 **DOPUS COMPANION** Useful extras for directory Opus  
PU 765 **AMIGA FAX v1.42** Latest version  
PE 030-2 **ELECTRONIC MUSIC** Desktop guide to electronic music(3)  
PT 093 **OCTOMED TUTOR** A simple to follow tutor  
PT 174 **OCTAMED V4** Great music package. Latest PD version  
PE 007/8 **LEARN & PLAY** Word & number games for ages 5-10 yrs(2)  
PE 027 **AMIGA BEGINNER** Help and info on the Amiga  
PE 035 **KIDS DISK 1** Alphabet & Colours. Great for pre-school

- PG 655 **WOLF 3D(AGA)**  
PG 665/6 **JSB GAME(2)**  
PG 667 **DOOMER (AGA)**  
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PG 682 **FRIDAY NIGHT POOL**  
PG 683/4 **DATASTORM (2)**  
PG 685/6 **COARSE ANGLER (2)**  
PG 687 **SUPER SKIDDY THINGS 3**

- Wolfenstein demo. needs a fast processor to play  
Great little Jet set willy type platform, with editor  
Another Doom type game, this needs a hardrive  
Nice graphical adventure, shareware  
Tabletop wargaming! shareware  
Monster crushing the city game  
A new Pacman with many levels  
An excellent platform game, get it  
Another great platform game, similar to Space Panic  
Crazy but colourful platform game  
Another Dynablast clone, good. 2mb  
A 2 player commando game  
A 2 player shoot em up  
A great pool simulator, shareware  
Nice graphical adventure game  
This is different, a fishing game  
Sort of skidmarks on ice?? shareware

### MUSIC UTILITIES

- PT 177 **LOOM (Demo)** 4mb min New method to compose music on the Amiga A1200.  
PT 178 **OCTAMED 6 DEMO** Great preview of new version  
PT 182/3 **DX7 BANKS (2)** Two disks of sound banks & single voices for the Yamaha DX7 synth  
PT 188/90 **PD SOUND FX VOL1-3** Three disks full of useful IFF sound effects  
PT 192 **PH KAREOKE** A Karaoke machine for your Amiga?  
PT 220 **THE MUSIC WEB** A Midi controller program  
PT 222 **PRO WIZARD -2** Converts wierd formats to standard Protracker format  
PT 223 **MIDIDISK 2** Inc: Midiplay v2.3, Noteon, Accmidimon, Korg host, Sysexpert & Project  
PT 225 **SOUNDBOX v1.99 & PLAY16 v1.4** Two programs which can handle 16bit sound samples  
PT 229/30 **XMAS MODULES(2)** Lots of festive music

### UTILITIES

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PU 774 **AUTOSTEREOGRAM v4b** Update to PU661. More features but is a demo version.  
PU 776/7 **INTERNET ARCHIVE (2)** Lots of programs for Internet users  
PU 778 **INTERNET UTILS 2** More useful programs for the net  
PU 781 **COLOUR WB (n1.3)** Give yourself a very colourful workbench  
PU 782 **TRANSITION** This looks to be a good image conversion utility  
PU 783 **IMAGE ENGINEER** Yet another image convertor  
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# Subwar 2050 CD32



There are four missions in all. Each of which presents the gamer with tricky stages.

**U**nder the sea, it is dark, foreboding and scary. In the Amiga Format office it isn't any of those things. That's why it's nice to boot up the CD32 and take to the high seas below the surface of the water, so to speak.

Anyway, superfluous nonsense aside, *Subwar 2050* shows promise in simulation land in many ways. Traditionally, submarine sims are a bit bland and boring due to the lack of visual stimulus. Until now, most of the work was achieved through interpretation of charts and sonar readings.

Microprose, being the smart chappies that they are, have played around with physics a bit, ignored the boring bits, where reality intrudes on the fun, and added some blatant unrealities to spice things up.

In *Subwar 2050* you can see objects around you at any depth: a Head Up Display superimposes the thermal layers of the ocean depths on to the front of the screen. As such, the game feels like a flight sim taking place under water.



Subwar. Played by mean dudes.

Underwater lighting effects add to the 3D atmosphere.

There are two wing men and several submarine tactics to acquaint yourself with. The game handily provides a training mission which gently introduces all of the major elements of successful submarine warfare.

The missions themselves consist of several increasingly difficult stages. The only criticism being that there aren't enough of them.

Still, I loved playing it on the A1200 and have no qualms about recommending the CD32 version either.

Steve McGill

## SUBWAR 2050 CD32

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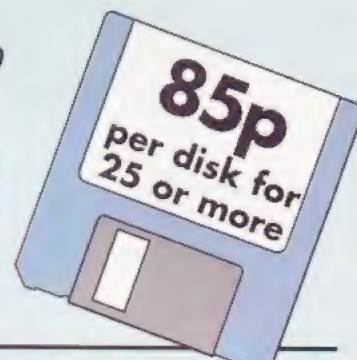






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Your opponents: grimly unstoppable foot soldiers, evolutionary mutations and the hordes of Hell. Your allies: a white-hot gun and Hugh Herbert.

## SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

# GameBusters



"I'm going to read those tips in the GameBusters pages of *Amiga Format* if it kills me," said Captain Bigbiceps. "Looks like I'm going to have to kill you then," growled Lucifer's friend.

## GLOOM

Reviewed in *AF* 75 ■ 91%  
Guildhall 01302 890000

There's a bit in the brilliant *Evil Dead II* where hero Ash takes advantage of heroine Sarah querulously whistling 'Hush Little Baby' and so distracting a monster the size of a duck on top of a bear by chopping it to bits.

Zwinggg! he goes and off comes its left arm. Zwanggg! he goes and off comes its right arm. Z-z-z-wopp! he concludes and its head spirals off in slowmotion, leaving its fearsomely delimbed torso to whoopee-cushion itself to death.

This, then, is what playing *Gloom* is like. It is vitally important to switch the 'violence model' to 'messy', thus strewing the disparate parts of your enemies about the place upon body death, since by this method you can mark the corridors you have explored. (It also looks really neat.)

Oh, and be sure to play with a CD<sup>32</sup> pad, switching to autofire at tricky moments. Like all of them. You'll obviously have mastered the sidestep manoeuvre, so we won't embarrass each other by going over it again.

## General rules

Don't go through a teleport until you've explored an area fully. (Level 1.4, for example, has a teleport that throws you into a monster-filled room.

Those with good sense will have prevailed from using it until they had picked up the invisibility bonus from the previous rooms.)

Don't worry about getting lost – *Gloom's* maps aren't mazes, but lead you in a fairly straightforward manner from the start to the exit.

Use the scenery – all monsters will happily shoot at covering posts, without it occurring to them to move around to get you.

Never ever leave a level without finding the secret room. There's at least one every time.

Remember that you don't need to face a switch to trip it, but can back into it as effectively. (In Hell this is a life-saving trick.)

And don't forget the game will save your position when you complete a 'chapter' of seven levels.

There are three such 'chapters' – Space Hulk, Gothic Tombs and Hell. Curiously, Gothic Tombs is definitely the hardest.



## Monsters

The monsters in *Gloom* are of two types – those that bite and those that use guns. Here's a breakdown of how to deal with them.

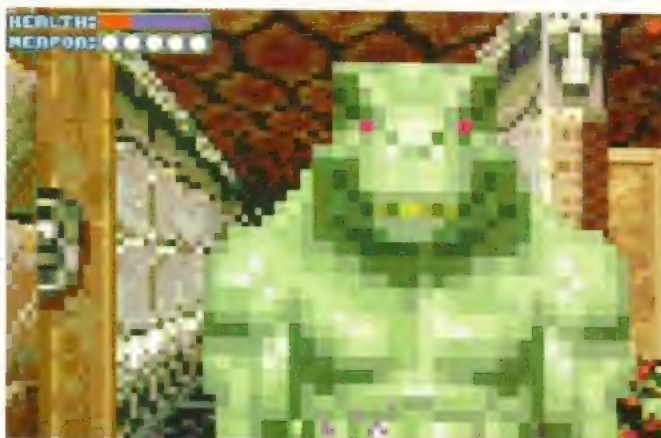
● **Space Marines.** Space Marines potter left and right, turn and fire, and potter on. They head for you in a general manner and are quite pathetic, being easily avoided if you really can't be bothered shooting them.

● **Aggro Skinheads.** These are fast, but can't hurt you from afar. Exploit this in the obvious fashion. *Gloom* is fond of putting these fellows in exit rooms; a caddish play.

Remember kids, if you don't get bitten, or you don't get shot, then you will live. Hurrah.

■ The monsters in *Gloom* are of two types – those that bite and those that use guns.

Continued overleaf →

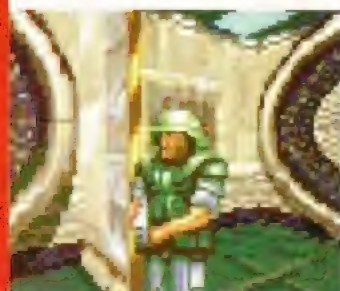


If you can see this, you're too close. Back off and fire, fire, fire all the time. Beware, though, these chaps are fast, dangerous and travel in packs. Don't waste a shot.





"Right. You pretend you're Arnie, I'll pretend I'm Van Damme and you pretend that you're crouched down doing something useful."

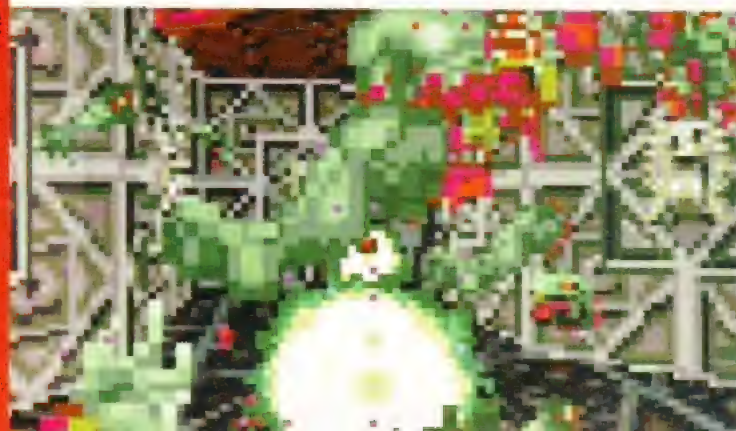


So pathetic he's hardly worth shooting. But shoot him anyway.



Andrew's Liver Salts should cure whatever this guy's got.

"Es are good, Es are good", sang the vitally untrendy Gloom warrior as he pacified someone.



### ◀ ● Whacking Great Robots. The

robots stand there and pour fire into you. Merely sidestep across their line of fire and shoot back. Don't be tempted to draw them out of their cubbyholes, as they start walking around and your timing goes.

● **Raptors.** These are extraordinarily unpleasant, travelling in packs, homing in at top speed and raking off chunks of energy bigger than the duck in the earlier duck/bear analogy.

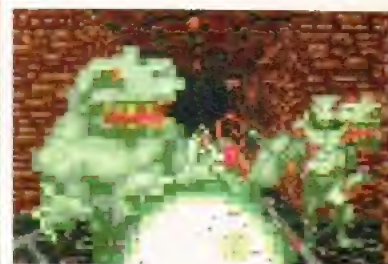
Don't stand and fight – back away, shooting all the time. If they get in close, instantly sidestep. In their blood-frenzy, they will continue attacking the spot you have just vacated for a vital picosecond.

Whenever you throw a switch in the Gothic Tombs, you can be assured that new Raptors have been created. Retrace your steps with care.

● **Ghosts.** Ghosts have the dangerous ability to zoom through walls after you – a fantastically beautiful effect – but can't actually shoot until they're in the open. Back away from a Ghost room, therefore, and wait in the corridor for them to emerge before you.

● **Cloakblokes.** A sort of super-marine, faster and more accurate than the vanilla variety. It is highly inefficient, but immensely rewarding, to sprint into a room of them and then run, turn and sidestep continuously in a type of "Last Waltz of the Apocalypse". Try it.

● **Minions.** A sort of Super-Raptor, if that's possible. They are, however, largely confined to corridors, where they're easy targets. If ambushed, flee backwards to draw them into single file.



Bet you wondered what happened to all of those Raptors in *Jurassic Park*. They had to get work from somewhere.

Wait for the Ghosts to emerge from walls before shooting them.



There's only one thing worse than being surrounded and that's being left on your own.

● **Soul-Suckers.** A floating, gnashing thing that sucks you in and holds you while it and its cohorts bite off your head. Jam down the back key to hold your position and propel the gunfire of justice into it until it sees the error of its ways. Replaces the Raptors as the exit-ambushing monster of choice in the Hell levels.

● **Demon Lords.** Big, trigger-happy and startlingly purple, Demon Lords are, strangely, easy to beat. Get behind a post (plenty are provided) and peek out to take the occasional potshot. If they outflank you, merely move around the post.

● **Dennis the dark denizen of Hell himself.** Hey, we have to leave something of the game for you to play.

There are also booby-traps aplenty, including the gorgeously over-the-top spinning wall (just follow it around – it can only hurt you by squashing you against the sides of the room) and the sliding panther blocks. (These injure on contact and are evilly placed. On Level 3.2, for example, the last switch in the block-filled room springs one straight into you from the right.)

### Secret rooms

*Gloom* plays largely fairly with its secret rooms. Look out for unique wall patterns, or very suspicious dead ends.



Secret doors can usually be spotted through differences in wall texture.

There's a secret room on each level, not counting the Underkill coin-ops. These are entertaining games of mini-*Defender* that award an extra life when you complete a wave.

The *Space Hulk* machine is hidden in level 1.4, in the room with the invisibility bonus. (Circle the bonus and open the far wall.) You're led to the other two as if the designers realised what a task awaited you.

### Power-ups

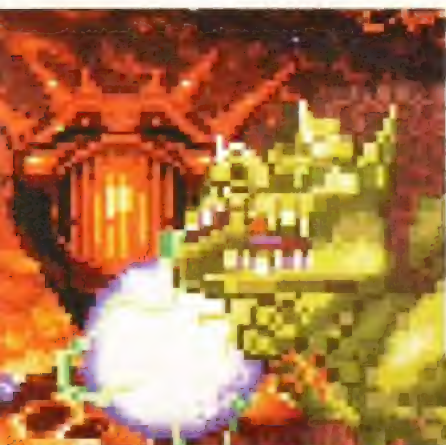
A disappointing aspect of *Gloom* is that its appallingly powerful weapons







Remember to be diligent about searching out secret rooms and power-ups. Some denizens are just too powerful to take on without being tooled up.



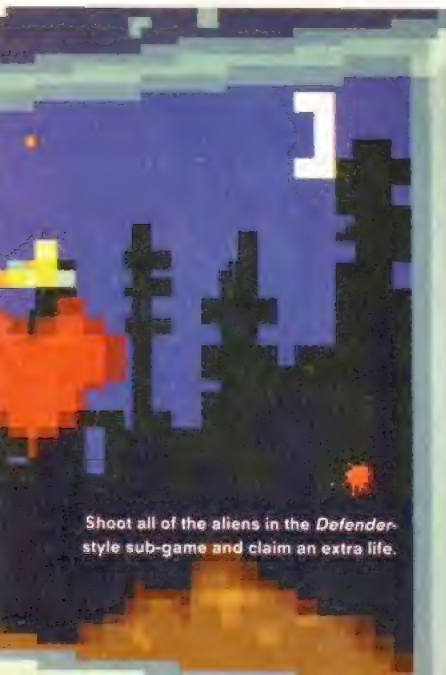
Keep a tab on the power of your weapons by looking at their colour. It could save a life.

are represented solely by blobs of light. Still, eh?

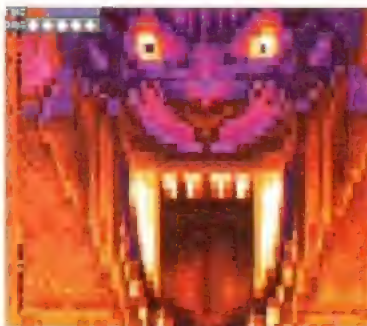
You'll likely know about the 'mega-weapon' bonus (a temporary double-barrelled blaster if you pick up another power-up when fully charged), but there is a further level of madness.

Grab three 'mega-weapons' on the trot and you'll go into 'maximum overkill', spewing bullets disgracefully effectively in a three-way cone.

It is exceptionally difficult to pull this off, however (Hell is certainly the best place to try), and on the whole it's best to pass up a 'mega-weapon' bonus in case you get killed and need to recharge your (now severely depleted) gun.



Shoot all of the aliens in the *Defender*-style sub-game and claim an extra life.



Remember to brush your teeth last thing at night, or you'll end up like this.

### The wave motion cannon

For those who have sensibly invested in a CD32 pad with autofire, here is a repulsively unbeatable firing technique. Position yourself at the head of the corridor, or in the mouth of the room, and switch on the autofire. Now, by tapping the shoulder buttons you will jink left and right, sending an inverted sinewave of death into your enemies. The carnage is almost unbearable.

These, then, are suitable tips to aid you in making the world safe for democracy and *Alien Breed 3D*. Should you find them unnecessary, perhaps you would be interested in a few challenges?

Completing the whole of Gothic Tombs without losing a life, for example (if you can just do the Raptor Pit without being killed, you are becoming attuned to your inner self, or something...), or seeing how far you can get solely by dodging.

Or, just possibly, by playing the *Deathmatch* game. But that's a bit poor, so you're probably better off not bothering. Cheerio!



Send a sinewave's worth of firepower into the soldiers' ranks. The carnage is horrible.

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Footie management games are the flavour of the month. **Steve McGill** looks at a couple of re-released offerings. Here we go, here we go...



# Re-releases



Frank Skinner is the bloke on the right. The bloke on the left is the unfunny one.



## FANTASY MANAGER

Hit Squad ■ £9.99 ■ AF69; 48%

An opportunistic attempt at cashing in on the success and popularity of BBC2's highly popular Fantasy Football League, starring the inimitable Frank Skinner and an annoying, bourgeois person, would have been welcomed by us first time around if it had been any good.

Unfortunately, Anco's effort fluffed it in front of the goal posts and provided potential players with one of the most unfriendly and unresponsive front-ends of any style of footballing

management game. Ideally played with at least three players, participants start the game by either bidding against each other, or taking turns at buying players.

As soon as each participant has fulfilled the minimum squad requirements, the game begins in earnest. Players are positioned in the squad and then sent out to play. The only visual representation of the game's progress is through an animated scoreboard which, in a limited way, conveys some of the tension of a game in progress.

As it stands, there may be more than a few fanatics willing to buy this. It's about football, it's out at a new, low price and it's associated with an 'in vogue' television programme.

Amiga Format readers should know better than to buy this, though. Even at this lower price.

## TACTICAL MANAGER 2

Hit Squad ■ £9.99 ■ AF74; 55%

I've never been a fan of the *Tactical Manager* and football tactician games. At times, it's made me feel totally out of kilter with Amiga gamers.

For there is a huge swell of ground support for *Tactical Manager* and its sequel. Kompart play host to a huge-ish play by mail version of the game. Fans swear by its attention to detail, its believable results, and its reams and reams of statistics.

But I still can't get my head round some of the most infuriating design flaws ever to congregate within the coding of a management game.

To jump from one section of the game, such as team selection to the finance section, can take anything from three to five clicks of the mouse. This may not sound much, but it quickly becomes wearisome in an extensive session of play. Especially when you consider it in terms of the look of the game. It looks horrible, cluttered and spreadsheet-like. Outputting in extreme.

On the plus side, *Tactical Manager 2* offers some of the most extensive options and tweaks that you could imagine in a footie management game.

I still can't recommend it. Even at the lower price. But I can just about understand why it has such popular appeal. Just about.



In *Fantasy Manager* you can choose your home strip, but not the away. Which is a bit slack, if you ask us.



There are more stats in *Tactical Manager 2* than there are in the whole of a century's worth of Moore's Almanac. Impressive but incredibly ugly.





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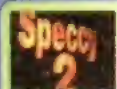
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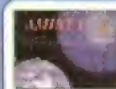
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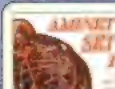
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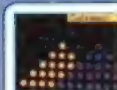
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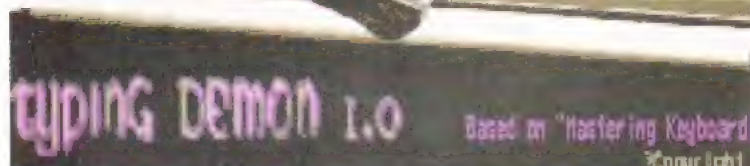
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Every month **Steve McGill** goes through mountains of PD disks and every month he is amazed by just how good some of them are.

# PD Select



**TYPING DEMON:** Ever despaired that you're never going to get out of the habit of typing with two fingers while looking at the keys? Despair no further, help is at hand.

## TYPING DEMON

### UTILITY

By Digitfreaks  
Ware Shareware  
PD Library Kew II  
No of Disks One  
Price £1.50 inc p&sp

With the placement of *Wordworth 4SE* in the new Amiga Magic bundle, many users will find this little touch-typing utility from Digitfreaks a tad useful. I say a tad, because it's far from comprehensive in scope and doesn't teach good keyboarding practice.

Rather than go through the mundane, tedious, methodical process of working on each finger and the keys associated with that individual digit, *Typing Demon* throws

random, nonsensical sentences at the user which they're then expected to type back parrot fashion.

The number of sentences is user-elected. The program informs the typist after each sentence if they got it right. Finally, when the typist finishes the allotted sentence number, the program summarises the performance – the time taken to complete the exercise, the number of words typed per minute, the number of correctly and incorrectly typed sentences.

From the results, the users can decide whether to practice more to label themselves touch typists.



**PUSH AND PULL:** Fans of cute little bunny rabbits and cute woodland creatures will warm to this game.



**PUSH AND PULL:** Bonus blocks with special powers help you in the quest to gain the highest score.



**TYPING DEMON:** ABOVE: Crazy sentences abound with *Typing Tutor*. LEFT: There are three levels of difficulty in all.



## PUSH AND PULL

### GAME

Ware Licenceware  
By Amonn Philipps  
PD House F1 Licenceware  
No of Disks One  
Price £3.99 plus 50p p&sp

As cutesy, one-screen-at-a-time arcade runabouts go, *Push And Pull* is a winner. The basic premise is simple – run around a variable sized maze with a rabbit, avoid monsters, push blocks over said monsters until all the

Continued overleaf →



**PUSH AND PULL:** ABOVE: Jimmy Sommerville against Flopsy. Yesterday. BELOW: Rogues Gallery of Creatures to meet.





don't get all scared...

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WORD 7: There are adverts in the *Word* magazine, but you can opt to ignore them if you want. Most of them, however, are useful pointers towards organisations that can help you out.



WORD 7: The circuit diagram needed to help blow up the world of commerce.

monsters are dead. To avoid complacency, there's a clock ticking.

The maze itself consists of the blocks used to kill the monsters. Part of the skill lies in being in the right place at the right time. Unused time units translate into points and give the rabbit a longer time to pick up bonus icons in the form of bananas, bars of chocolate, sweets, etc.

And, as if that wasn't enough, some of the blocks offer power-ups to assist the bunny in his monster thwarting exploits. In all, an amusing romp that can be enhanced with the inclusion of a friend – another cutesy woodland creature who'd probably look better partnering some mashed potato and carrots.

## WORD 7

DISK MAG

By \_\_\_\_\_ NFA  
Ware \_\_\_\_\_ Freeware  
PD House \_\_\_\_\_ Saddletramps PD

No of Disks \_\_\_\_\_ Two  
Price \_\_\_\_\_ 95p per disk

In ancient Rome the Forum provided a space for citizens to come together and share their views on life, politics, and love.

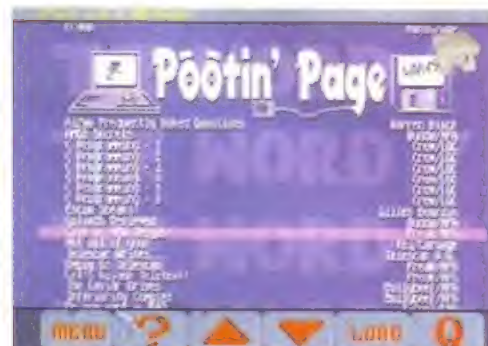
It also gave them somewhere to hang around on a Saturday until football was invented. Nowadays, the Forum is a cafe just down the road from Kilmarnock Football Club which sells excellent ice-cream. Nobody talks about the Amiga there.

Step up the disk mags with their cyber-Forum philosophy and techno literate execution. The *Word* is one of the more readable mags currently active on the scene.

Mostly devoid of humour, the



WORD 7: Games console owners miss out on mags like these.



WORD 7: Access to the various articles is achieved using either the mouse or the keyboard. Very easy to use.

*Word* makes up for it in the interest and subversion department.

Some of the features cover material that, if printed, would witness the disgrace of *Format* and see us taken off the shelves of WH Smiths immediately.

We, after all, have to labour under the shackles of journalistic responsibility and cultural morality. Disk mags don't.

And that's why it's always worth checking them out. Aside from the feeling that you're sharing in something dangerous and a bit naughty, it's also comforting to know that large corporations have to constantly be on their guard against the small guys from disk mags such as the *Word*. Hurrah.

DIGIPIX 8: Titled *Generotica*, this image would look good in any old hippy's bedroom.



DIGIPIX 8: "What do you mean, Steve Bradley approaching?" asked Linda in a panic.



# PD Selection of the month

## PRO-FOOTBALL

### UTILITY

By Ali Prior  
Ware Shareware  
PD Library 17Bit  
No of Disks Two  
Price Depends on Library

OK. I'll admit it. Betting is bad. It breaks up families. It exacerbates poverty. It encourages crime. It disrupts education. It takes money away from charities. And it causes an untold amount of suffering and misery all round the country.

But, on the positive side, it's fun. It's exciting. Lots of horses, dogs and numerous other creatures, including humans, get to run around fields and tracks due to the revenues

generated. And, hey, anyone who's ever been to a race track should have realised by now just how beautiful horses in full flight racing against each other can be.

So, tenuous justification for a dubious practice aside, on to this month's gambling program from Ali Prior.

Called *Pro-Football*, it helps punters with Pools predictions. That is, the user inputs all of the upcoming football fixtures and the program predicts which matches it thinks are most likely to be drawn.

Get seven or eight of these predictions right and you can win pots of money. Therefore, the more useful help you receive, the better. *Pro-Football* provides a multitude of assistance. More importantly, the predictions are believable and consistent.

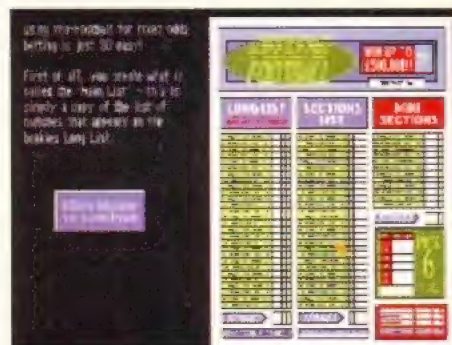
And that's not all the program does. It'll

also predict the results of fixtures from a fixed odds coupon. This bit is the most fun. There's no harm I can see in putting a 50p stake on four or five teams each Saturday. If you lose, what's 50p? If you win, that's your arcade/pharmaceutical/beer money for the weekend taken care of. So, hurrah.

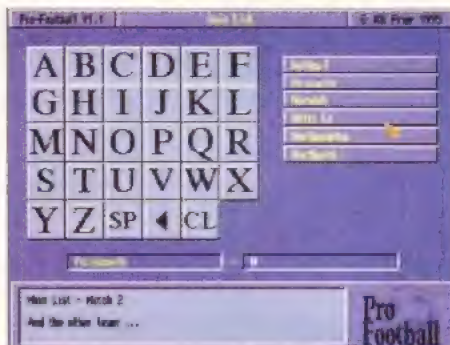
In practical tests using the fixed odds option about three quarters of the predictions turned up trumps. The real skill comes from the user's judgement of the program's forecasts.

Ali claims that by updating all results, either midweek or Saturday fixtures, the program becomes even more accurate. I'll report on that at a later date.

As for the program - recommended to everyone who's interested in following footballing trends and form, even if you don't want to bet on the predictions.



*Pro-Football* helps the discerning punter in their choice of football results. Fixed odds or Pools.



Three button presses enter just about any team, but it can usually be done in two.



The likelihood and strength of the result prediction is displayed by the number of balls on the display.

## DIGIPIX 8

### SLIDESHOW

By Pixel Digital  
Ware Freeware  
PD Library Pixel Digital  
No of Disks Two  
Price £1 per disk plus 50p p&p

One of the best things about laying out the PD Select pages in AF is that when a selection of useful, but dull-

looking programs come along, you can just about guarantee that there will be a demo or a slideshow to help spruce the pages up.

*Digipix 8* isn't quite a demo or a slideshow. It's more of a compiled collection of images trawled from the Net, BBSs, and CD-ROMs. As such, the charge for the disks and postage seems a bit severe for 13 images.

You could get a copy of *Select* or *Empire* for that. And they're full of pretty, less expensive images.

Nevertheless, the picture-quality is of a high standard - they're in a GIF format and you can

use them and abuse them as you see fit. Hurrah!

## GALLEONS

### GAME

By Stephen Greener  
(Sublime Software)  
Ware Freeware  
PD House Amicom PD  
No of Disks One  
Price 80p plus 80p p&p

In issue 73 I looked at a neat-ish little top-down racing game called *Last Lap*. The control system let it down by being too responsive and too fast. In other words, it felt as if you were driving on ice in a car with a floored accelerator.

Continued overleaf →



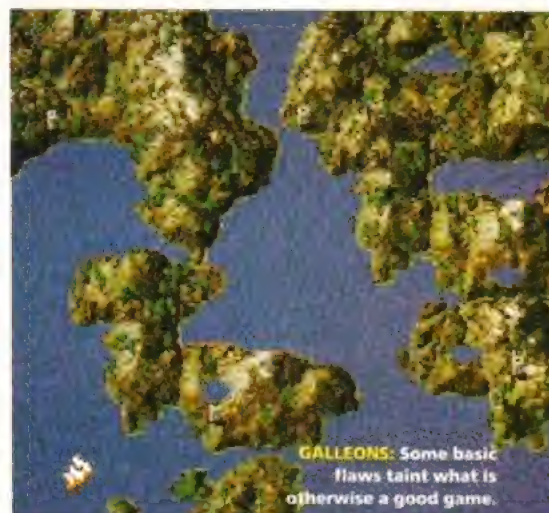
*GALLEONS*: You can blow up the fortresses if so wished.



DIGIPIX 8: I bet you she drinks Carling Black Label.



DIGIPIX 8: No question about it, the graphic talent that abounds in the Amiga scene is one in the eye to the PC.



*GALLEONS*: Some basic flaws taint what is otherwise a good game.





**GALLEONS:** Running, hiding, firing and forgetting are all part of the fun of *Galleons*.

◀ The same criticism applies to *Galleons'* control system. Which is a shame. For it has the potential of becoming a PD Select classic if a bit more work was put into it.

But first, the game itself. It's two-player only. It puts the players in control of a ship in the middle of a one-screen play area from where they're expected to shoot each other to bits. The land mass inside the play area is randomly generated and, er, that's it.

The number of hits it takes to destroy a ship is customisable as is the option to have shots fired by the ships wrapped round the play area.

The ships themselves can also be enabled or prevented from wrapping round the play area. So, hurrah for limited flexibility.

The control system could have been made a lot better if, like Microprose's *Pirates*, the galleons had to rely on catching the wind; the present system of 'up' on the stick to move forward and 'back' to stop is too limiting. Many of the games end up turning into chasey, pot shot affairs, relying on luck rather than skill.

Nevertheless, despite being virtually unplayable, I'd recommend this to PD aficionados. The reason? The more letters written to Sublime Software, the more likely they are to listen and change the game play.

## TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:  
**ACTIVE SOFTWARE**  
PO Box 151, Darlington County,  
Durham, DL3 8YT. ☎ 01325 352260

- 1) Grac v1.10 (F1 Gold)
- 2) Shapeshifter v3.2
- 3) HD Games Installer 4
- 4) Doomer 2 - Speed (AGA)
- 5) HD Games Installer 3
- 6) Magic Paint Box (F1 Gold)
- 7) Mosaic v2B
- 8) Magic WB Extras vol.2
- 9) Master Blaster v2
- 10) Term v4.5

## WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

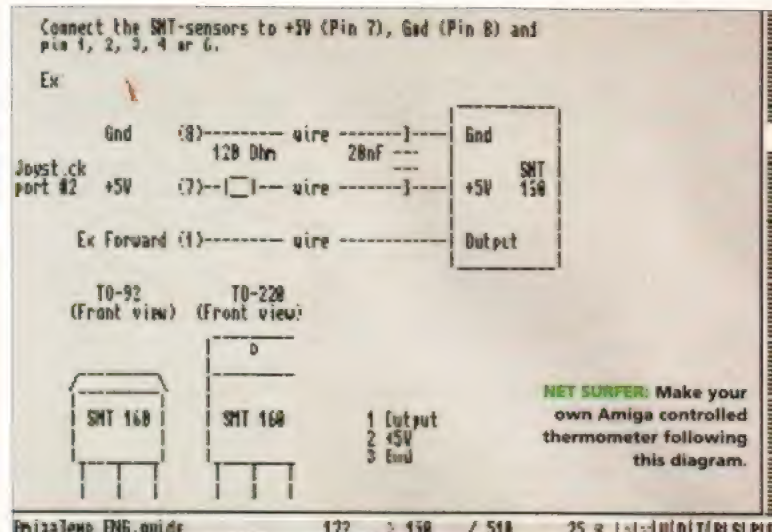
**KEW II Software**  
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South Croydon  
Surrey CR2 9YS  
Tel: 0181 657 1617

**F1 Licenceware**  
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Devon EX2 9DU  
Tel: 01392 493580

**Pixel Digital**  
Unit 6  
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15 Laurel Road  
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Goldthorpe  
Rotherham  
South Yorkshire  
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Tel: 01709 888127

**Roberta Smith**  
DTP  
190 Falloden Way  
Hampstead  
Garden Suburb  
London NW11 6JE  
Tel: 0181 455 1626



## NETSURFER

### UTILITIES

By \_\_\_\_\_ Various  
Ware \_\_\_\_\_ Various wares  
PD House \_\_\_\_\_ Roberta Smith PD  
No of Disks \_\_\_\_\_ One  
Price \_\_\_\_\_ 90p per disk plus 50p p&p

Until a universally easy-to-use Net interface is developed for the Amiga, access to the Net and the plethora of Amiga-related software there is going to be strictly limited to the average Amiga user.

Of course, if you wanted to extend metaphors and stretch credibility, you could look upon PD Houses as the Nodes and Servers of a slower, less efficient, temporally based Internet. As if to add authority to this hastily cobbled together theory, Roberta Smith have come up with a compilation of useful utilities called *Netsurfer Vol 1*.

Much of what's on offer is handy in a quirky kind of way. For example, there's a program called *AmigaTemp* which will read a thermometer plugged into the joystick 2 port. The docs with the software provide the diagrams to construct the thermometer with. Might not appeal to everyone, but nice to have anyway.

*BootUte2* is much more practical and useful. It's a degrader and it'll let you run any executable file, save bootblocks, limit fast ad chip memory, 'fake' Fast memory, clear all free memory, disable floppies, CD drives and/or the PCMCIA slot.

Incredibly handy and relatively easy to use, this utility is a must for those who like to delve into their Amiga's soul.

*ClassAction* is a little program whose sole existence is to ease the labour involved with OS 3.0, file types and hard drives. If time's taken in the configuration stakes, the full power can be realised.

*IFFLabel* will print labels with a picture of your choice. Handy when trying to impress someone important.

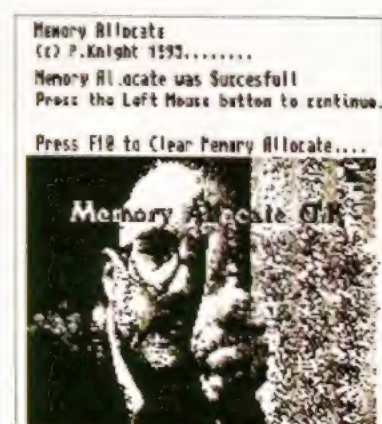
*NaeGrey*, we suspect, has been programmed by a rogue Scot. It lets you get rid of the annoying grey border round the screen and turns it black. Not wonderful, not exciting, but useful to someone somewhere.

*ScreenInWindow* is probably of most use to someone who's into comms. It displays part of a pubscreen in a window on another pubscreen, meaning that an eye can be kept on another task without having to switch screens all the time.

*Shrub* is a tree directory utility based on the "Tree" command from MS-DOS. It displays every file within a directory, including other directories and the files contained within them. Probably of most use to programmers.

*TinyMeter* displays memory usage to keep you informed, surprisingly enough, of your memory usage. It's a godsend to users of *FullBench* or *Magic WB2.0*.

*Netsurfer* may not appeal to everyone, but what's here is sound. ☺





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- Turbo Calc v3.5 - Spreadsheet
- Photogenics v1.2SE  
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- Personal Paint v6.4  
Paint Package
- Workbench v3.1
- Whizz - 3D Platform Game
- FREE Chaos Pack
- Pinball Mania - Pinball Arcade Game

**COLOUR MONITOR UPGRADE**  
SEE PAGE 2



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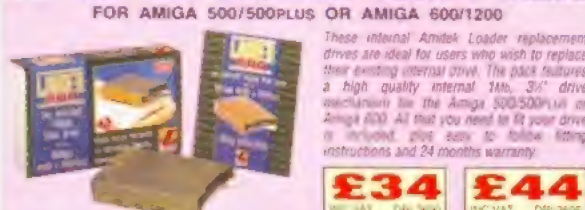


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SEE FEATURE ON PAGE 2

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# SERIOUSLY AMIGA

One of the factors that most people consider when buying a new piece of hardware, but never own up to, is the "pose factor" and Media Vision's new portable CD-ROM drive certainly has plenty of that. ....p97

## AMIGA FORMAT



Also, from the same stable, we've got version 4 of *Final Writer*, which is bound to heat up the battle between it and its main rival *Wordworth*.

Graphics fans will enjoy our review of *Imagine 3.3* and a new utility from the USA, *Snap Maps*. We've also got the world's first portable CD-ROM drive. Parents will be interested in our review of 10 out of 10 Science.

## THE WHITE ELEPHANT STALL

There is something for everyone in this month's serious reviews section.

We've got the arrival of what may turn out to be the Amiga's most powerful application to date, *Final Calc*. This new spreadsheet from Softwood puts many PC packages to shame when it comes to power and ease-of-use.

Graeme Sandiford

## REVIEWS

### HARMONY 28,000 MODEM

John Kennedy finds out just how easy it can be to get on to the Information Superhighway with a new hardware and software solution for the Amiga.

p89

### FINAL CALC

The PC has had it all its own way in the spreadsheet market, but now the Amiga can fight the PC on its own level with the arrival of a new champion - *Final Calc*.

p90

### IMAGINE 3.3

*Imagine* may not be the top rendering package on the Amiga, but it is far from dead. Graeme Sandiford takes a look at 3.3 to see how close it is to regaining its position.

p94

### MEDIA VISION PORTABLE CD-ROM DRIVE

Nick Vietch takes a look at the Amiga's first CD-ROM drive that can run off batteries!

p97

### CD-ROM ROUNDUP

Graeme Sandiford determines which CD-ROMs are hot this month.

p99

### FINAL WRITER

Larry Hickmott finds out what the next version of *Wordworth* will have to contend with as he examines *Final Writer 4*.

p102

### FINAL DATA 2

David Taylor starts chanting rhythmically and ponders over the sound of one hand clapping, and whether *Final Data* is a spreadsheet, or database.

p105

### SNAP MAPS

Graeme Sandiford investigates the full version of this month's serious Coverdisk.

p108

### 10/10 SCIENCE

David Taylor finds out if this program will turn your kids into the next Newton.

p111



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It's the software pack that makes this modem offering from OnLine PD truly stand out.



# Harmony 28,800

**Getting started on the sliproad that leads to the Information Superhighway can be a tricky business. John Kennedy introduces a package to get you going.**

**A**t last a Public Domain library has done the sensible thing, and is selling a modem complete with a pack of all the software you are likely to need.

The modem itself is a standard external modem: small, black and looking suspiciously like a SpeedCom modem. In fact, it is exactly the same as the SpeedCom, including the recent updated specifications.

Early versions support "V, FastClass" which wasn't a true standard – this version ticks along at V34. V34 is the true 28,800 bits per second protocol and you shouldn't leave home without it.

At this speed you can feel safe that

difficult to disguise. Secondly, the design of the space-age, smoked, plastic front panel means that unless you're watching square on it's difficult to see which LED is referring to which function.

However, both these points are minor and, generally, I was impressed with this little black box. As with all new modems, there are fax facilities present, although I was unable to determine if the modem was Class 1 or 2, so check this out before buying fax software. (Yes, PC fax software is bundled in the box – Amiga software such as *GPFax* will need to be bought separately).

It's the software pack which makes this offering stand out from the crowd. Though no printed documentation is provided (even a few A4 sheets with basic facts and example numbers for total newbies would be a good idea), there are many guide program on disk.

The choice of software includes terminal software, Fido mailing software (hopefully Spot or another mail manager will be included too) and

some Internet-related items. The Internet side of things includes *AmiTCP*, *AMosaic* (and Magic User Interface) and *Grapevine*; though, if you are a newcomer, don't expect to be able to get all this running in one evening.

The Internet software is Demon orientated, so expect extra work if you are using a different Service Provider. Remember too that this software is freely available and once you get the modem working you can download as much of it as you want.

As a bonus, with every purchase you are entitled to 10Mb of downloads from the OnLine PD's Bulletin Board; handy for any software you may have missed.

It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle with a copy of the PC program *Delrina Lite* and a confused feeling about what to do next. At least with this pack "what to do next" means pulling out a floppy and being able to actually use your little black box.

**It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle in confusion.**

your investment isn't going to be superseded by lunchtime tomorrow.

Although rarely exciting, as modems go this one is quite good. The speeds I got in tests were very respectable indeed and I certainly got true V34 connects with all the modems I called. I was also pleased to notice that the BUSY (engaged) signal was correctly recognised, which is sometimes a problem with modems lacking the little Green "BABT Approved" sticker.

Comparing it to the Courier (which is almost twice the size) only a few points stood out. First of all, there is no external volume control which makes late at night bleeps and connects

## HARMONY 28,800

### DISTRIBUTOR

OnLine PD  
Tel: 01704 834335

### PRICE

£169.99

### SYSTEM

#### REQUIREMENTS

Any Amiga, although some software needs extra memory and WB2 or better.

### SPEED

The V34 implementation seems good and data zips around at more than 3,000 bps on a good line.

### MANUAL

No paper instructions, but useful guides are supplied on disk.

### ACCESSIBILITY

Better than most modem packages which only come with PC software.

### FEATURES

From Bulletin Boards to the World Wide Web, the choice of software is good. Pity there's no fax support.

### VALUE

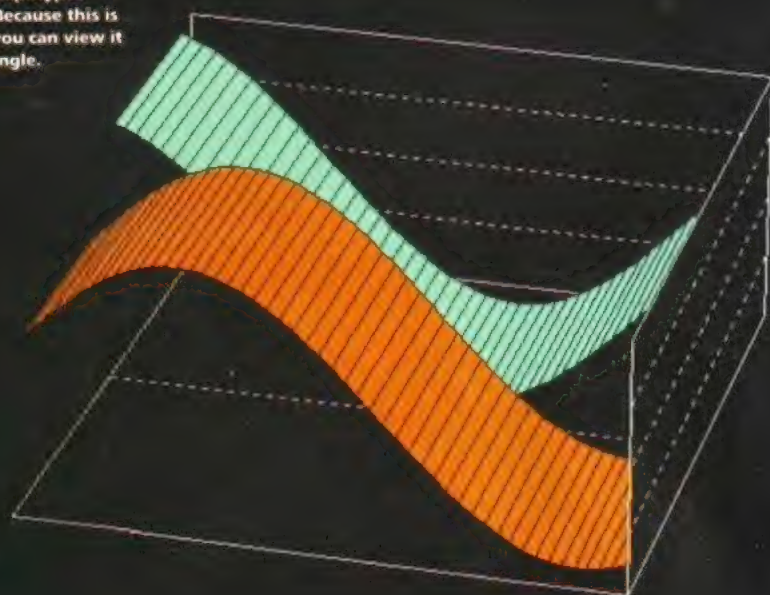
A modem at this speed with a different badge or a different box could cost you a lot more.

**"Good way to break the 'need modem to download software for modem' cycle."**

# 89%



This gorgeous 3D-spline chart is just one of many different graphtypes available. Because this is really 3D, you can view it from any angle.



A 3D Spline Chart. This is a smoothed-out representation of two sets of data. The amount of smoothing is user-controlled, even at individual points!

# Final Calc

**Born out of pure necessity, *Final Calc* has features that were previously undreamt of by most serious Amiga-users. Graeme Sandiford gets calculating.**

**T**he Amiga has always been well catered for in most areas of serious software, with the exception of one – spreadsheets. The Amiga has never really had a spreadsheet that could even begin to hold its own against the killer applications available on the Mac and, especially, the PC.

Not so long ago, Amiga developers

put the machine within striking distance of the PC market with the release of Turbo Calc. However, it was still not a complete match for programs like Excel and Lotus 1-2-3.

Now, with the release of *Final Calc* from Softwood, it looks as if the Amiga developers are ready to have another crack at the invincibility of the PC spreadsheets. Born out of necessity, *Final Calc* has features that were undreamt of by most serious Amiga-users. This is thanks to the continual honing, over three years, of the program by its programmer, who created it because there was simply no program in existence on any platform that could meet his needs.

Although *Final Calc* has many features in common with several other spreadsheets, as well as a great many unique ones, its interface conforms closely with that of Softwood's excellent word processor Final Writer. It has the clean and accessible Workbench 2+ look that, while appearing pleasant, is not cluttered or confusing.

This simplistic appearance is quite deceptive as it is one of the most

powerful and configurable interfaces around. Graphics card owners will rejoice over the fact that the program can use any available screen so you can make full use of the extra resolutions made available by most graphics cards. You are also given control over the fonts that are used.

Some of the more powerful features include the ability to open several views of a project which, in turn, can contain up to a maximum of 254 sheets. You can cut and paste between single or multiple sheets making it easy to create links between just a couple or all of them.

A welcome feature of the interface is that pretty much every command or function is available as a menu item or keyboard short-cut, so experienced users and beginners can work at their own paces.

Another nice touch is that most of the windows don't lock out the main screen. This means that if you open a window or requester, all of the other windows and the main screen remain active for editing. Perhaps one of the most powerful features of the interface is its unlimited undos and redos.

A small box on the corner of the screen displays the number of changes that have been made to a document. You can be given access to all of the changes in the form of a list so that you don't have to remove changes that you don't want to, what's more these changes are saved with the sheet.

When it comes to entering your data in cells *Final Calc* has an abundance of powerful and novel tools to make doing so easier and more flexible. Cells can contain numeric, string, time, date, currency, percentage, Boolean and scientific data types.

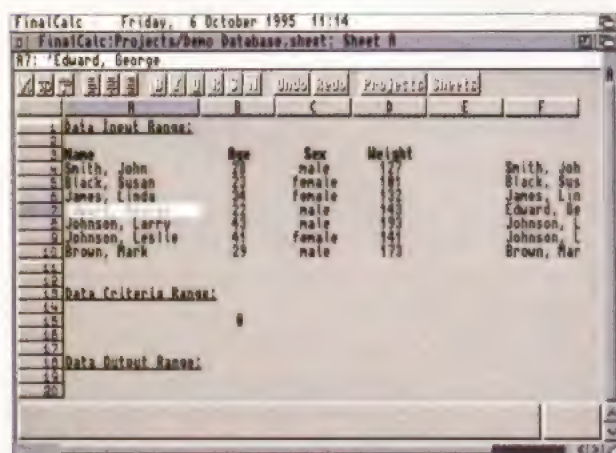
You are also given a great deal of control over how the cells' contents will appear since you can specify the font used, the colour, the style, add borders and lines and even hide or protect certain cells. These features can make a real difference in creating a spreadsheet, or a print-out of one, that can be quickly understood by someone else.

## COLLECTION

Selecting cells is also made easy by the program because you can select a row, column, or range of cells by simply double- or triple-clicking on a cell.

*Final Calc* has a respectable array of formula types which form the backbone of any complex spreadsheet, or group of spreadsheets. The program has the usual mathematical operators such as +, -, /, \*, percentages and exponentiation. Comparative and logical operators are also available including =, <, >, <=, >=, <>, AND, OR and NOT.

There is also support for string concatenation which enables operations involving cells with text strings. Along with these operators you are also given access to a mighty arsenal (178) of built-in formulas that include just about



Thanks to *Final Calc*'s ease-of-use, it is possible for even beginners to make their own applications – like this database, for example.



every mathematical function I've heard of, and economic and accounting ones to help in the calculation of things like profits and the interest on loans. There's even a formula to calculate windchill! The program also supports infinite values without returning an error.

Armed with these formulas you should be able to build virtually any kind of spreadsheet application, from a database to a 'Profit and Loss' sheet.

## THE BEGINNER'S FORMULA

However, even these built-in formulas are not enough to get spreadsheet novices using the more powerful features of a spreadsheet.

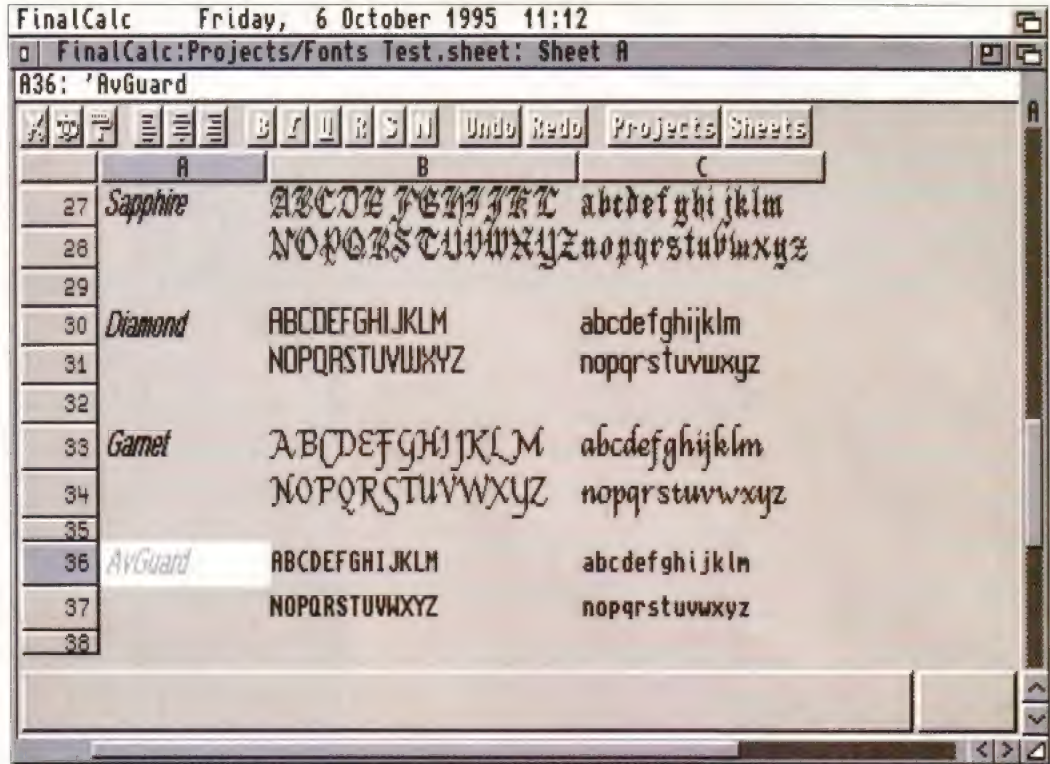
To help encourage such ones to dabble in the creation of more complicated spreadsheets, *Final Calc* has a system that guides beginners through using a formula. All they need to do is select a formula from a list and then press <Amiga><h> and they'll get a complete synopsis explaining how to use the current formula.

As well as the creation of cells, the handling of them has also been given a great deal of thought. *Final Calc*'s recalculation system works as a background task that can be given a level of priority so that you don't have to wait for the program to recalculate cells as you are trying to make entries.

Circular references are also handled without generating an error and any recalculation errors can be analysed by referring to a report of the errors and their cause. Another related feature is the Solve Problem function which can be used to generate a desired value for a cell by altering the values of a specified formula-related cell or range.

As mentioned earlier, *Final Calc* gives you a great deal of control over how your spreadsheet appears. However, this is taken to new levels when it comes to creating graphs – I don't think I've seen any graph programs with as many graph-drawing tools. It is possible to create both 2D and 3D graphs in a variety of different ways, such as bar, line, area, stacked bar, stacked area, pie, B-spline, X-Y, X-Y-Z and scatter graphs.

Once drawn, the graphs can be



A nice feature that is often neglected by most spreadsheet programmers is how the text in cells looks. *Final Calc* has a variety of fonts and styles for you to choose from.

saved as IFF images for inclusion in a DTP or word processor document. However, by far the coolest graph-related feature is that they can be animated making them ideal for use in corporate presentations.

Equal attention has been paid to the use of fonts and printing. There is support for Type-1, Type-3 and NimbusQ fonts, as well as the Amiga's bitmap fonts. It's even possible to create bitmap fonts for on-screen display from outline fonts by using the font-builder utility.

When it comes to printing, there is extensive control over the way that your spreadsheet will appear thanks to options like Scaling, Autofit and an incredible printer preview. The printing projects can be spooled and controlled from one of the most comprehensive print spoolers I have ever seen.

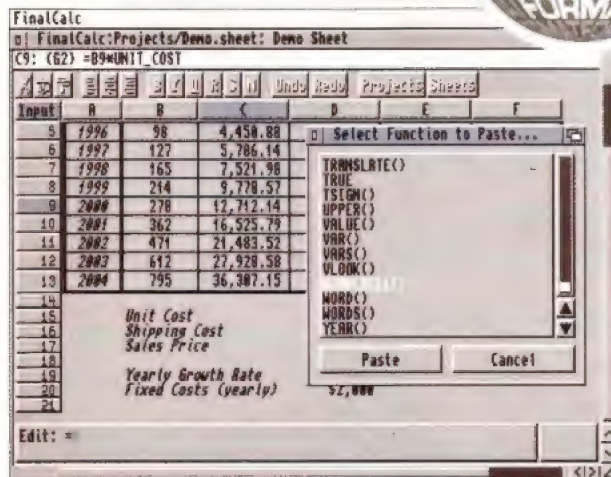
There is also direct support for

Postscript printers and the generation of EPSs.

I'm sure, from the list of features that we've already covered, you'll agree that *Final Calc* is quite an incredible product, but there's still plenty of other features that we don't have time to cover in detail.

For example, there's an incredibly powerful built-in macro system, full ARexx support and a host of word processor-like tools such as Search and Replace, Field and Record separators – not to mention Lotus 1-2-3 compatibility, a maximum of 18,277 columns, 65,000 rows and an intelligent paste option.

At long last, serious Amiga-users can hold their heads aloft, confident that the Amiga has one of the most powerful, configurable and flexible spreadsheets around.



Creating formulas has never been easier – with *Final Calc* you can simply paste ready-made formulas into a cell.



## FINAL CALC

### DISTRIBUTOR

Gordon Harwood Computers  
01773 836781

### PRICE

£99.95 or £75 registered to  
SoftWood Users

### SYSTEM REQUIREMENTS

Workbench 2+, 2.5Mb RAM and a  
hard drive

### SPEED

Incredibly fast, even with large  
sheets, and the background recal  
means you don't have to wait.

### MANUAL

Huge, but well-written and backed  
up by on-line case-sensitive help.

### ACCESSIBILITY

Beginners can leap in straightaway

and yet experienced users are not  
held back.

### FEATURES

Every feature you can dream of, plus  
many more, make this by far the  
most powerful Amiga spreadsheet.

### VALUE

At a price of £100, this is clearly not  
aimed at the casual user – rather  
those who need the extra power.

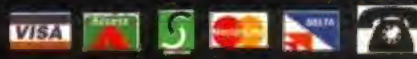
**"In terms of  
power and ease-of-  
use, nothing even  
comes close."**

**94%**



# ACTIVE SOFTWARE

Dept AF78, P.O. Box 151, Darlington, County Durham, DL3 8YT



01325 352260  
sales@active2.demon.co.uk

## HOW TO ORDER

Public Domain Prices		Key
Each Public Domain Disk	99p	[WB2+] Workbench 2+ Only
		[WB3+] Workbench 3+ Only
		[2D] Number of Disks
		[1MB] Minimum Memory
		[AGA] For AGA Machines
		[030] Minimum Processor
		[HD] Hard Drive Needed
Postage On All Orders	75p	
Residents outside UK but in E.U. add 10% to TOTAL		
Residents in Rest of World add 15% to TOTAL		
Catalogue Disk	50p	
Contains full listing, F1 Licenceware, CD's etc		
<b>BUY 10 PD DISKS GET 1 FREE!!</b>		
Make all Cheques and Postal Orders Payable to		
<b>ACTIVE SOFTWARE</b>		

## NEW TITLES

### LATEST UTILITIES

**U670 TERM v4.4 00** Term is the most comprehensive communications package in PD. It has an internal release [WB2+] [TCP 4]  
**U671 TERM v4.4 030** version for 030 processors [3D]  
**U672 ORGANISER BITS** a collection of supplements for Digita's Organiser [needs Digita Organiser]  
**U674 ZXAM SPECTRUM EMULATOR v2B** NEW Spectrum Emulator. You need an AGA Amiga or 020+ processor  
**U677 EASY CALC v2B** superb spreadsheet program [WB2+] [TCP 4]  
**U678 STEREO OPTICON** produces 3D (true 3D) stereoscopic images that are viewed through 3D glasses similar to Jaws 3D Original  
**U679 AREXX GUIDE v2A** want to learn Arexx? [WB2+] [TCP 4]  
**U680 MOSAIC v2B** latest version of the Web browser [WB2+] [TCP 4]  
**U682 VARK'S CLI TOOLS VOL 8** 50 latest CLI tools - get that!  
**U683 IMAGE STUDIO v2.2** latest version [WB2+] [WB3+] [030+] [HD]  
**U684 ESSENTIAL AMINET 8** new and decent update here [WB2+] [WB3+] [030+] [HD]  
**U685 MIDI TRIGGER** an AMOS extension to trigger MIDI [WB2+] [WB3+] [030+] [HD]  
**U686 VIRUS WORKSHOP v5.5** latest virus killer [WB2+] [WB3+] [030+] [HD]  
**U687 VIRUS CHECKER v7.18** another virus killer [WB2+] [WB3+] [030+] [HD]  
**U688 BASIC ELECTRONICS v2** want to learn the basics of electronics? Here is a disk to show you how [WB2+] [WB3+] [030+] [HD]  
**U689 TURBO CAT PRO v1.1F** much updated version of the disk designer. Just put in a disk, read the files and print/save the list [WB2+] [WB3+] [030+] [HD]  
**U691 YMM v3.2** you can now use virtual memory [WB2+] [WB3+] [030+] [HD]  
**U692 F1-GP EDITOR v3.01** updated '95 version [WB2+] [WB3+] [030+] [HD]  
**U693 A SPELL v5.8** adds a spell checker to most text editors [WB2+] [WB3+] [030+] [HD]  
**U695 NAVIGATOR v2** This is SUPERB! Allows you to fly around, in real-time, a 3D arena. There's a range from architectural to musical instruments. Ntiller is a real-time 3D billing system that even allows virtual reality modes. It allows 3D text and model effects that could be used to be overlaid onto video or for presentation work. Ntiller is a presentation system that allows users texture mapping to make 3D Dimensional IFF picture wipes. Get this now! [WB2+] [WB3+] [030+] [HD] [2 Disks]  
**U696 DOS MAN** online WB2+ reference [WB2+] [WB3+] [030+] [HD]  
**U699 MESSY SID v3** allows you to read and write to PC 720K disks without CrossDOS or WB3+ Also transfer files each way [WB2+] [WB3+] [030+] [HD]  
**U700 TEXT ENGINE v5** latest version of the superb text editor [WB2+] [WB3+] [030+] [HD]  
**U701 DATATYPES DISK** need the FRG, FOR, REIKO datatype? These are just three out of many WB3+ datatypes for Workbench.  
**U702 SHAPE SHIFTER v3.2** is the much-revised latest version of the superb Apple Mac emulator. You need MAC ROM's and System 7.5 to use this program [WB2+] [WB3+] [030+] [HD] [2 Disks]  
**U703 PLAYER v2.1** play CD-ROM audio and standard sounds from Dopus 5.11. Configure as you wish [WB2+] [WB3+] [030+] [HD]  
**U704 MAGIC PAINT BOX DEMO** of the F1 title [WB2+] [WB3+] [030+] [HD]  
**U705 CHEATS v2.1** 000's of cheats here [WB2+] [WB3+] [030+] [HD]  
**U706 VARK CLI TOOLS 9** we used to have the LSD Legal Tools. These are better. Loads of great CLI tools.

## LATEST GAMES

**GM230 ULTIMATE STAR TREK** Quite old but a great strategy game by Tobias Richter [WB2+] [WB3+] [030+] [HD]  
**GM242 PSYCHUEL** Alien Breed style shoot 'em up [WB2+] [WB3+] [030+] [HD]  
**GM245 THE PYRAMID GAME** a puzzle platform game [WB2+] [WB3+] [030+] [HD]  
**GM247 KLONDIKE III** This is a special version of Klondike for disk users only [WB2+] [WB3+] [030+] [HD]  
**GM248 DELUXE PACMAN AGA** wow a pacman game by the author of Deluxe Galaga  
**GM258 BATTLESHIPS** A very playable game by the Assassins  
**GM263 CODENAME NANO** superb thrust game. Get it!  
**GM264 SCORCHED TANKS v1.85** multi-player tank game  
**GM266 BLITZ BOMBERS** demo of the multi-player bombers game  
**GM268 EXCELL CARD GAMES III** a few card games here [AGA]  
**GM269 MASTER BLASTER II** decent bomb game  
**GM271 SUPER COMBAT 3** this is a two player version of cannon loader. Superb graphics - Object to kill other players [WB2+] [WB3+] [030+] [HD]  
**GM273 REBELLION** an asteroids clone with a difference  
**GM275 MARATHON 2** player action game  
**GM276 THE DEVILS ABODE** written by the author of War of the Worlds. This is a 3D horror adventure. Decent.  
**GM277 SPEED - DOOMER 2** version 2 of the Doom clone. More graphics, fine detail (sprites etc) and much faster scrolling [AGA]  
**GM278 DNX** em. decent Super Stardust tunnel game [WB2+] [WB3+] [030+] [HD]  
**GM279 ALIEN BASH II** very similar to Cannon Engine... very good  
**GM280 SKID RACER** car racing game, not best [WB2+] [WB3+] [030+] [HD]  
**GM281 DUCK DODGERS** great platform game with ducks [WB2+] [WB3+] [030+] [HD]  
**GM282 TRAP 'EM** good platform [trap aliens] game [WB2+] [WB3+] [030+] [HD]  
**GM283 ZOMBIES** Alien Breed style shoot-em-up [AGA]  
**GM284 DARK ANGEL** Flashback style, platform in a power complex  
**GM285 BLACK DAWN II** another version of the adventure [WB2+] [WB3+] [030+] [HD]  
**GM286 GALLEONS 2** player 3D shoot-em-up [WB2+] [WB3+] [030+] [HD]  
**GM287 ENGINES 2** player tank game [WB2+] [WB3+] [030+] [HD]  
**GM288 HELSINKI FORCE 2** player good karate game [3 Disks]  
**GM289 CARDZ** load and use AGA Klondike cards on ECS Amiga  
**GM290 BLACK KNIGHT** a reasonable tank simulator  
**GM292 POWERHOIDS** good, rendered asteroids clone [WB2+] [WB3+] [030+] [HD]  
**GM296 INNER DEMONS** spooky adventure [AGA]  
**GM297 MALEDICION** 3D texture mapped adventure [2 Disks]  
**GM298 WHEELBARROW SIM** Dipped in a barrow? A laugh!  
**GM299 SUPER SKIDDY THINGS 3** superb racing program for one or two players. Directed your rubber suited penguin around the ice! [WB2+] [WB3+] [030+] [HD]  
**GM300 GRAVITY FORCE II EDITOR** edit gravity force 2 [WB2+] [WB3+] [030+] [HD]  
**GM301 DELUXE GALAGA v2.5C** when looking at the CD classics arise from time to time. This is one. A super shoot-em-up with the usual add-ons such as the power-ups, weapons etc. AGA version [AGA]  
**GM302 AUTOMOBILES v1.5** superb racing game for the Amiga. Loads of different tracks with the ability to have up to 4 players [WB2+] [WB3+] [030+] [HD]

## HOT NEW DEMOS

**D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY"** Winner of the Phoenix prize '95. Get this! [WB2+] [WB3+] [030+] [HD]  
**D214 PARALLEL/CCN "DEEP"** Winner of the Gathering '95 [WB2+] [WB3+] [030+] [HD]  
**D216 FACULTY "MAN ON MOON"** Very good demo from Faculty + needs loads of Mem! (a Disk) [WB2+] [WB3+] [030+] [HD]  
**D217 ABYSS "DRUGSTORE"** [WB2+] [WB3+] [030+] [HD]  
**D219 SANITY "ROOTS II"** wow! A very decent demo release [WB2+] [WB3+] [030+] [HD]  
**D220 FREEZERS "DREAM WALKER"** [WB2+] [WB3+] [030+] [HD]  
**D221 FREEZERS "LECH"** AGA won the Ram Jam charts 'best demo in 1995'. Loads of the same routine - sunbath etc.  
**D222 ARTWORK "GREENDAY"** Won a recent party in Germany - very decent all round [WB2+] [WB3+] [030+] [HD]

## Latest demos continued.....

**D223 IMPACT DK "MELCHIOR"** [WB2+] [WB3+] [030+] [HD]  
**D226 SUPREME "CHAOS"** [WB2+] [WB3+] [030+] [HD]  
**D227 SCOPEX "ALIEN"** Scoopes are BACK in the '90s with a good demo release! [AGA]  
**D228 STELLAR "HUMAN"** Stellar release "Human excitement in life say no more!"  
**D230 MELON "PLANET M"** another classic release from the guys at melon. Released at a party in the Netherlands recently.  
**D231 AXIS "PICTURE BOOK"** must be one of the best demo releases for many months. Comprehensive [AGA] [4 Disks]  
**D233 AIDSYNTHETIC DESIGN "TENEBRA"**  
**D234 INTERACTIVE "ABSTRACT"** another release from the guys in the Netherlands. Excellent routines [WB2+] [WB3+] [030+] [HD]  
**D235 MELON DESIGN "BAYCON"** superb cartoonish style demo  
**D236 EMBASSY "THRILLED"** Assembly '95 release [WB2+] [WB3+] [030+] [HD]  
**D237 SILENTS "FRUIT MACHINE"** superb Assembly '95 demo!  
**D238 VANITY "AMAZED"** stunning new demo from Vanity. All the usual effects (but more of them). Get this! [AGA] [3 Disks]  
**D239 OXYGENE "CONTROL"** from the G.A.S.P. party '95 [WB2+] [WB3+] [030+] [HD]  
**D240 PARALLEL "ZIF"** G.A.S.P. winner. Good [WB2+] [WB3+] [030+] [HD]  
**D241 ASSEMBLY '95 INTROS** collection of intros  
**D241 AXIS "TIME & EMOTION"** music disk from Axis [WB2+] [WB3+] [030+] [HD]  
**D242 HOODLUM "WATER WHISPER"** decent effects [WB2+] [WB3+] [030+] [HD]  
**D243 MYSTIC "FEAR"** Int'l Outside demo. Good [AGA] [2 Disks]  
**D244 BRANCELL & MYTH** two intro Outside demos  
**D245 SCUM "RESPECT"** intro Outside demo

## MISCELLANEOUS

**GRAPEVINE 21** superb disk magazine from LSD [WB2+] [WB3+] [030+] [HD]  
**GRAPEVINE 22** call for date [October/November '95]  
**DEADLOCK 9** superb disk magazine by Anathema/Vicco  
**NFA WORD 5** disk magazine from NFA [AGA]  
**NFA WORD 6** disk magazine from NFA [AGA]  
**NFA WORD 7** OUT NOW!! New disk magazine from NFA [2 Disks]  
**NFA BODYSHOP 8** [WB2+] [WB3+] [030+] [HD]  
**SHERILYN FENN SLIDESHOW** [AGA]  
**PHOEBO CATES SLIDESHOW** [AGA]  
**ERIKA ELENAKI SLIDESHOW** [AGA]  
**NIKI TAYLOR SLIDESHOW** [WB2+] [WB3+] [030+] [HD]  
**THY THINGS CLIPART** superb hand drawn clipart  
**NFA BIG GIRLS II** [AGA] [3 Disks]  
**X-FILES GUIDE** guide to the TV Show  
**GCSE MATHS EXAM PAPERS** GCSE help  
**TRAVEL GUIDE** guide for world travel [WB2+] [WB3+] [030+] [HD]  
**UFO : FINDING THE TRUTH** [2 Disks]  
**UFO : FINDING THE TRUTH 3** paranormal and UFO stuff  
**ALIENS CONFIDENTIAL 2** UFO and paranormal guide  
**WEATHER GUIDE** [3 Disks]  
**LUCIFERS "UNHOLY INNOCENCE"** [2 Disks]  
**LUCIFERS "WICKED GRIMOIRE"** bizarre cult stuff  
**LUCIFERS "BOOK OF SHADES"** [2 Disks]  
**WHITBY AMOS CLUB DISK MAG - SPECIAL EDITION**  
**ED068 KIDS DISK 7** another under 5's program  
**SCOPEX "ARTCORE"** Doom-like gallery slideshow [AGA]  
**NFA SOURCE "IN CODE 2** AMOS source / disk magazine  
**TITANIC II** interactive database on the Titanic disaster [2 Disks]  
**HISTORY OF THE WORLD CUP** all explained [2 Disks]

## MAIN LIBRARY

### MORE UTILITIES

**U078 WB3 HD INSTALL DISK** Prep, format and install WB to your Hard Drive [WB2+] [WB3+] [030+] [HD]  
**U230 TOOLS DAEMON V2.1** Adds tools to your WB Menu [WB2+] [WB3+] [030+] [HD]  
**U239 RE-ORG v3.11** Re-organise your diskshredded disk [WB2+] [WB3+] [030+] [HD]  
**U302 VIEWTEK v2.01** Viewer can show many picture formats including JPEG and the AGA screen mode [WB2+] [WB3+] [030+] [HD]  
**U317 ACTION REPLAY PRO** Action Replay for the A1200 [AGA]  
**U318 VIDEOTRACKER DATA** Loads of data files for use within Videotracker [WB2+] [WB3+] [030+] [HD]  
**U349 LIBRARIES + DATATYPES** Do you ever need a library? Here's a collection!  
**U352 MAGIC WB v1.2P** The latest version of the 8-bit icon resizer. Use this with our Extra disks for superb results [WB2+] [WB3+] [030+] [HD]  
**U359 TELETEXT v1.20** Creates a teletext receiver [WB2+] [WB3+] [030+] [HD]  
**U376 POWERCAGE v37.115** Speed up your Hard Drive access with this cache program. Versions for 00, 000, 000 and 040 [WB2+] [WB3+] [030+] [HD]  
**U379 DESKTOP MAGIC v2.0** This program allows you to assign sounds to Workbench functions like mouse clicking etc [WB2+] [WB3+] [030+] [HD]  
**U408 DISK SALV v2.31** This is the best disk file repairer in the Public Domain. Unleashes/revives files and repair disks [WB2+] [WB3+] [030+] [HD]  
**U416 AMIGA DOS GUIDE v1** Learn Amiga DOS with this program  
**U426 EPU STAKKER v1.70** doubles your hard drive space! [WB2+] [WB3+] [030+] [HD]  
**U434 EDWORD PRO v5** Edword Pro is the most comprehensive and easy to use word processor on the PD market [WB2+] [WB3+] [030+] [HD]  
**U440 SNOOPDOS v3** Use Snoopdos to monitor program activity. An ideal tool to test out what libraries are needed [WB2+] [WB3+] [030+] [HD]  
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**U502 GBLANKER V3.6 020** An optimised version for 020/30/40/60 CPUs [WB2+] [WB3+] [030+] [HD]  
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## More utilities continued.....

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**U576 BLITZ BLANKER V2.5** Blitz Blanker is another tool that requires the services of MUI (U495) [WB2+] [WB3+] [030+] [HD]  
**U589 MP LOTTERY V2** Another good lottery program  
**U594 AMIGA FAX V1.42** Send/receive faxes on your Amiga [WB2+] [WB3+] [030+] [HD]  
**U606 ESSENTIAL AMINET 5** recent Aminet update [WB2+] [WB3+] [030+] [HD]  
**U607 ESSENTIAL AMINET 4** more recent Aminet update [WB2+] [WB3+] [030+] [HD]  
**U617 HD GAMES INSTALL 3** Over 20 games such as Super Snidmaks, Sensible World of Soccer to be installed [WB2+] [WB3+] [030+] [HD]  
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**U648 HD GAMES INSTALLER 4** loads more installers for your favourite games. Obsession Packed! Powerdrive etc [WB2+] [WB3+] [030+] [HD]  
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**U663 TURBOSUITE v3.3** catalogue your disks [WB2+] [WB3+] [030+] [HD]  
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## MORE GAMES

**GM58 BLACK DAWN II** a popular 3D adventure  
**GM67 SCRABBLE** the classic board game  
**GM78 STARWIDS** must and do must! [WB2+] [WB3+] [030+] [HD]  
**GM93 KLONDIKE III** for hard drive users [WB2+] [WB3+] [030+] [HD]  
**GM97 TOP HAT WILLY** an Amiga "Get Set Willy" rip-off. Addictive!  
**GM105 DYNAMITE WARRIORS 2** another bomb clone  
**GM118 CHANEQUES** yes, two please! A Lemmings type game. Direct your time man (with different skills) to the end [2 Disks]  
**GM123 MEGALOCK V2** 2nd best Tetris games on the Amiga  
**GM125 KEBBLOS LAND WONY** The best PD platform ever! [AGA]  
**GM126 SUPER MEGA FRUITS** a good Fruit Machine game  
**GM127 ZAXXON** superb! The C64 classic now comes to the Amiga!  
**GM132 SAMURAI SHOWDOWN** this is an amusing Street Fighter clone. Good! [AGA]  
**GM136 CYBERMAN** now! A 3D pacman clone. Very decent indeed.  
**GM138 INTERNAL COMBUSTION** great skidmarks-sequel multi-player racing game  
**GM141 MADHOUSE** a graphical adventure game [WB2+] [WB3+] [030+] [HD]  
**GM147 DELUXE GALAGA v2.51** must be the best PD shoot-em-up ever made!  
**GM194 BATTLE DUEL AGA** battle duel is a SUPERB multi-player artillery type game [AGA]  
**GM195 BATTLE DUEL ECS** ECS version of the above [WB2+] [WB3+] [030+] [HD]  
**GM150 ROCKETZ V2.25** superb AGA only 2 player! Thrill-shoot-em-up game. One of the most addictive multi-player games ever! [AGA]  
**GM164 CYBERGAMES** excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain [2D]  
**GM169 MASH** Similar to Team 17's new Wormz game. A subtle clone between Lemmings and Cannon Fodder.  
**GM174 TANKS!** excellent tank war sim  
**GM178 ALIEN GENOCIDE** am. A Operation Wolf clone? [2 Disks]  
**GM178 DOOMER** a good Doom clone for the Amiga [AGA] [WB2+] [WB3+] [030+] [HD]  
**GM180 CARNAGE** blood, guts and gore and more!  
**GM183 PS55T AGA** remember Psi on the Spectrum? Well this is the Amiga version!  
**GM184 SCREECH** another car racing game  
**GM185 BOARD GAMES** Cluedo is the main game here  
**GM187 FEARS 2 AGA** wow! Much better. This is a demo of the finished commercial version! More plans.  
**GM188 CARD GAMES DELUXE** A program that allows you to load and use your Klondike cards! BlackJack and another on here [3 Disks] [2MB]  
**GM191 KILL'D ADVENTURE AGA** not as bad as it sounds! A graphical adventure to solve the mystery to clear your name! [2 Disks]  
**GM192 CHILD ADVENTURE ECS** [WB2+] [WB3+] [030+] [HD]  
**GM199 SPRINGTIME** 3D puzzle game with amazing gfx! No.1 Hit  
**GM226 GLOOM** A demo version of the forthcoming Doom clone [AGA]  
**GM227 WAR OF THE WORLDS 4** A virtual reality program [AGA]  
**GM238 LAST LAP v1** Excellent racing game for one or two players

## MAGIC WB EXTRAS

These contain icons, backdrops, drawers, tools manager brushes and docks and much much more!  
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**Magic WB Extras volume 6** [2 Disks]  
**Magic WB Extras volume 7** [2 Disks]  
**Magic WB Extras volume 8** [2 Disks]  
**Magic WB Extras volume 9** [2 Disks]  
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Do you admire the commercial games such as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v1.10 you can easily make a point and click adventure game like Relics of Deirdre. This version fixes bugs in v1 and comes with an extensive manual for your reference. Get this now!

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### BLACKBOARD 4

Part of the new F1 GOLD range this excellent image processor now comes with an extensive fully featured ring bound manual. The new version contains an online help routine, new file formats, new edit facilities, rotate pictures to any angle in 3D, new buffer routines with up to 96 pictures in RAM, new extensive preferences links, thumbnail pictures, mask functions and new GUI front-end!

£8.99

### INTRO TO DOS 2

WOW! Version 2 of the superb guide and introduction to Workbench and Amiga DOS. Version one obtained superb grades in a number of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do you want to learn how to use your Amiga? This has twice as much information as the first version, with examples pictures. The easiest way to learn about DOS commands, the CLI or about Workbench.

£6.99

### MAGIC PAINT BOX

Magic Paint Box is a superb new paint program for all ages. Mainly aimed at children under 8 years of age this is suitable for parents to easily demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print full colour pictures direct from the program to any colour printer. Over 80 different paint functions! Comes with full reference manual.

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# Zoom



Do you want the latest PD CD-Rom that contains the latest PD to October 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - just point, read about the disk and click to extract. Superb and very easy to use.

The contents have also been updated so you get all the latest PD until early October 1995 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want the latest or greatest PD software then look here! The CD contains well over 1100 disks, over 640MB's of data or 1.3 GIG's of public domain.

**Superb value CD-Rom at only £19.99 NEW!**

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the multi-tasking search/find will seek file names or number
- ✓ **New 'Hot-Keys' Function**  
just press 'S' for search or 'E' for extract, 'Help' for help!
- ✓ **New Separate List Buttons**  
click a button for 'Utilities' or 'Demos' etc etc
- ✓ **Over 200 New Disks**  
200 new disks since Zoom 1 on 1st of June 1995
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new help and information guide, restyled artwork! Superb!
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- including most of this advert and loads of great PD software
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
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## AMIGA EXPERIENCE

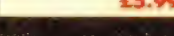
Contains demo and full versions of Amiga software. Includes full version of Scale v1.13, Imagine v2, Vista Pro v1, The Edge v1.721, X-Copy, Clavis v1.1 and demo versions including Image FX 2, Interplay, Turbo Calc v3, INFENEXUS v2.5. All these are ready to run from the CD-Rom.

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You virtual globe around the world. Travel to places you have never been before, get informed about your next holiday. Preparing for a geography test? As the info you need is here. 194 countries, 100 cities, covering many different subjects. You need to have Mosaic set up to run the CD. 256 colour Workbench is also recommended.

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## CD BOOT v1

This shows you to use any CD32 game on your A1200 or A4000. You can create a booting file for any game. Comes with a complete English based manual and can run around 100% of CD32 games.

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## HOTTEST 5

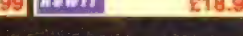
Hottest 5 contains some of the very best games, demos, and utilities, graphics, animations and more from October to early February this year. This CD also comes with a 50-page book and white booklet and BBS support on the compact disc itself.

**£15.99**

## TEN ON TEN PACK

They are Team Yankee, Pandora's CD, World War Atlas, Illustrated Shakespeare, GGP01, DDP02, Demo 1, Commes and Networking, Fonts & Clipart and Photo Library CD.

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This is an update to the first AMOS CD. It is the official library disk upto 638k general.

Amiga PD over 200 disks. Also includes ready to run, 1000 source files, 100 sample banks, 2500 Chime banks, 800 samples, music games, several Amos and Amos Pro extensions.

**£18.99**

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## SOUNDS TERRIFIC

This CD contains over 12 Gigs of sound and music data. It will form part of a professional musician's library. 14,000 samples, 568 Sore scores, 4500 instruments, 800 pitched modules and more!

**£17.99**

## MEETING PEARLS 2

Carrying on the excellent tradition, this CD is a run from HTML, 'Internet' style pages.

More utilities, games, tools, music and lots. Packed with 100's of MB's of other data. This CD is similar to the Amner sense except it could be (re)used as more technical.

**£8.99**

## WS FONTS

Another popular World Science compact disc. This CD contains 2000+ Adobe & CG fonts, some PS fonts, 500+ bitmap, 190 enclosures, 242 IFF, 199 Pgs. 24 Prodrw, 500 TrueType, 132 PCX, 306 GIBCS and more!

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Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MIDI, MIDI, hundreds of MB's of music to listen to or change) for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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## HOTTEST 4

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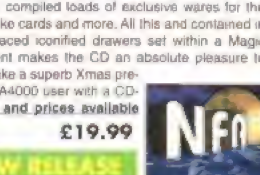
**COMMERCIAL SOFTWARE - NOT PD!**

## NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomer Eek' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licensed Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. **TRADE details and prices available on request.**

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## BRAND NEW RELEASE



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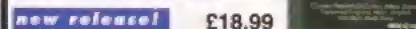
This CD contains hundreds of MB's of data from many sources, most of which have never before been included on a CD-Rom at the time of release! Contains a broad spectrum of software in both ready-to-run and archived formats: demos, diskmags, comics and computing, AGA and ECS anims and pictures, music modules, original clipart, source code, games (incl. ASI games from 221-250), utilities, graphics, ready-to-run HD only AGA demos, dozens of original WB backdrops and much more! AmigaGuide interface.

**new release! £18.99**

## 17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected software including demos, games, utilities, graphics, artwork, disk magazines, music modules and much more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.

**new release! £18.99**





For under 100 quid  
*Imagine 3* offers  
a fully-featured 3D  
rendering system.  
"Not bad", enthuses  
Graeme Sandiford.



Anyone who has been involved with 3D rendering for a reasonable period of time will have, at one time or another, owned a copy of *Imagine*. It, along with Real 3D, has been one of the programs that put the Amiga at the forefront of desktop 3D graphics.

In fact, *Imagine* remains the most popular 3D package on the Amiga; a brief look on the Aminet would confirm this, since at least 80 per cent of the rendered pictures contained in the Pix directory were produced in one version of *Imagine* or another.

At last a decent object is supplied with *Imagine*. This Dodge Viper is quite tasty.



However, time has moved on and, although still respected, *Imagine* is no longer regarded as the best raytracing package on the Amiga. Programs like Real 3D and, especially, LightWave have stolen the high-end of the 3D market with the net result of *Imagine* selling at a substantially lower price than these two.

While this might mean that it is no longer the "bees knees", it is good news for beginners and keen amateurs, since for under 100 quid they can get hold of a fully-featured 3D rendering system.

Version 3.3 is actually quite a sizeable step up from *Imagine 3.0* and approximately 50 new additions and refinements have been made since we last reviewed version 3.0 in issue 61.

However, the overall interface has not been redesigned drastically, which would have been a bit much to ask from 3.0 to 3.3. The program still wears its dated front-end and quirky requesters with the result that while several enhancements have been made, long-time *Imagine*-users are not going to have to adjust to a new way of working.

Pretty much all of the changes that have been made to the interface have filled holes in the way *Imagine* operates.

For example, it is now possible to perform a quickrender from an attributes requester, rather than

having to close down the attributes window, performing a quickrender and then opening the window again to make a change.

Another example of fixing the deficiencies of earlier versions is being able to change an object's attributes from the Stage editor. There are now two rows of user buttons available and *Imagine* has finally embraced AGA by supporting 256-colour screens.

While these changes may seem rather small, it shows that Impulse are listening to the demands and wishes of their customers and bodes well for version 4.0.

As well as these minor tweaks, there have been some quite substantial additions. A fine example of this can be found, once again, in the attributes requester where it is now possible to have a preview of a surface rendered on either a plane, or sphere, if you have a 256-colour screen.

This is particularly handy in giving you an idea of what the surfaces will look like, because it's now possible to morph between different surfaces by adding a morph value which determines a texture's, or brush's intensity.

Remaining with object attributes, there have been several new mapping types added which include: specular, hardness, shininess, brightness, fog length, index of refraction, ambient light and roughness. From this list of mapping-types, it should be possible to create an almost limitless number of different types of surfaces.

As a further aid to creating surfaces 24 quick attributes have been supplied to get you started. You can also select colour values for textures using 256-colour pickers that enable you to know what sort of effect changing a value will have before you do it.

It is now also possible to view brushes before they are applied to objects. To make handling textures and brushes easier, you can now move between them using next and previous buttons; give them labels that make them readily identifiable to the user and duplicate, drop, or disable them with a single click.

Being able to disable textures and brushes gives you the chance to see how removing one or several of them will change an object's appearance without the hassle of having to reload and reset them if you need to later on.

There is now a new backdrop feature that enables you to display a background image in editors to help facilitate rotoscoping – combining rendered with live action.

While we're on the subject of images, it's possible to display both pictures and animations from within the program. You can now use anim files as global brushes and backdrops, which is ideal for scenes involving flickering images or moving backgrounds, since you no longer have to load them in as sequences of single files.





Don't you just hate when you have to render a complete scene to see if one area is okay? Now you can use *Imagine 3.3's* preview and then stop the render.



*Imagine 3.3's* attributes requester has been beefed up and now has a 256-colour render of the current attribute, a Quickrender button and texture morphing.

Anim files can also be used as brushmaps which is great for animating surfaces. If you are able to use the hi-res, 256-colour mode, you will be treated to a 256-greyscale, real-time preview of a render. This is very useful since it may be able to spot an error without having to waste time doing a complete render.

*Imagine's* modelling tools, mostly the ones found in the Detail editor, have also been revamped. For example, the bones feature has been made a little less time-consuming with a new Smartbones option which doesn't require you to create a subgroup since it does it more or less automatically.

You can also stitch objects together seamlessly with a tool called Set/Fill Edge Line and make smoother objects with the Smooth Edge Line tool. Selecting object faces has been made easier with the addition of the Pick More and Hide Unpicked tools.

As well as all these basic changes, there are a few more subtle additions, such as some new textures, depth of

field rendering and new global effects, like Cepia, Contrast, FadBlack, Melt, Negative, Toon and Solarize, which give you more control over how your renderings will appear.

The arming of *Imagine* with so many major and subtle new features is quite surprising since this is only meant to be a small upgrade. Many of the holes that have plagued the program have been plugged and it has been made marginally more usable, but it is still far from perfect. There are several glitches that can be a real pain in the neck – but, hey, *Imagine* wouldn't be *Imagine* without some glitches.

While it still lacks the brute power of Real 3D or the ease-of-use of LightWave, *Imagine 3.3* shows that it is still a force to be reckoned with. If this pace of changes keeps up, then *Imagine 4* should be an interesting prospect.

Mind you, *Imagine* may need all the help it can get with new challengers, like the feisty Cinema 4D, on their way.



This is one of the demonstration objects supplied with *Imagine 3.3* and shows what can be done with the Spline editor. Although it appears rough here, it renders smoothly.



*Imagine 3.3* has a selection of new effects that can change the way that your images render. This image was rendered using the Cepia global effect, but there's also a cartoon effect that's quite good too.

## IMAGINE 3.3

### DISTRIBUTOR

Emerald Creative Technology  
0500 749469

### PRICE

£198.90 (rolling upgrade  
from 3.0 to 4, £99.95)

### SYSTEM REQUIREMENTS

Hard disk.  
3Mb of RAM recommended.

### SPEED

Thanks to a few tweaks the  
program's rendering time has  
been reduced.

### MANUAL

About as clear as a  
politician's conscience.

### ACCESSIBILITY

Things have improved quite a bit and  
there's not as much needed to open  
and close windows.

### FEATURES

*Imagine* has had a surprising  
number of both large and small  
new features.

### VALUE

Just under £100 is quite a lot for a  
minor upgrade, but it does take you  
through to version 4.

**"There's life in the  
old program yet."**

# 85%



**Paul Morley**

on London's Cyberia.

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**Rave Hard**  
Club culture on-line





Seemingly, in a rather déjà vu situation most reminiscent of the home VCR market in the late Eighties, there are more and more "gimmick" CD-ROM drives appearing on the market. A few months ago we had the Aiwa, with its huge LCD display and audio transport buttons. It looked gorgeous, but is there any point, apart from impressing your mates?

The new portable CD-drive from Media Vision is slightly easier to justify. What is the point of having a portable CD-player, in this technological age, if it doesn't have a SCSI port to connect it to your home machine? Unfortunately, looked at from this angle, this device weighs in at around twice the price of a similarly featured portable CD from the High Street.

Looking at things from another angle, though, if you need a CD-ROM drive, you may as well have one that can be used as a personal CD player. The drive costs only £20-30 more than similarly featured CD-ROM drives, but with the advantage that you can slip it into the stylish carrying case and listen to audio CDs on the move. The case is designed to fit snugly around either the separate CD player, or the complete unit with velcro-covered access holes - a perfect CD companion for a laptop.

Features-wise, the drive is a multisession-capable, double-speed mechanism. By plugging the stylishly curved, caddyless CD unit into the SCSI base, you can attach it to any SCSI system via a SCSI2 connector. There are two SCSI ports on the back, just in case you need a through connection for other drives.

The standard SCSI2 connector is not widely supported by Amiga SCSI interfaces, but, fortunately, Power Computing are supplying the drives with a converter from the rather more popular 50-way SCSI connector (as used by interfaces such as the Squirrel).

The Base module also includes a further space for batteries. You are going to need an additional eight penlight batteries to provide the correct voltages for SCSI transfer. Fortunately, there is a mains adaptor port, which can be used with either the standalone player, or the SCSI block.

The units fit together very well, and there should be no problems with bent or damaged connectors, because two solid rods guide the units together - the outer casing is more likely to break before the connector.

Once everything is connected up, the drive is more or less

the same as any other double-speed CD, although a bit more stylish.

Amazingly, even without a caddy, the unit is perfectly happy to work in virtually any orientation and in tests the claim of 306K/sec seems to be perfectly justified - the unit certainly gives better sustained transfer rates than many other CD-drives, even using the Squirrel

interface which has a PCMCIA bottleneck to contend with.

This is certainly the most viable portable CD solution we have seen so far. The clever design and stylish looks echo the exemplary performance, and I have little hesitation in awarding this product the finest accolade an Amiga magazine has the power to bestow.

# Media Vision portable CD-drive

Another flash gimmick, or a case of servicing a legitimate need? Nick Veitch seemed like the right person to ask.

## MEDIA VISION CD-DRIVE

### DISTRIBUTOR

Power Computing  
01234 273000

### PRICE

£199.95

### SYSTEM REQUIREMENTS

SCSI interface. Works with A4091, A3000, Squirrel and others.

### SPEED

A standard double speed drive, but sustained transfer rates are impressive.

### MANUAL

Adequate instructions are included, so you should have no real problems.

### ACCESSIBILITY

The hardest thing to work out is

which way round the carrying case fits. Supplied with software for Squirrel and CD tools.

### FEATURES

It's hard to see what more could be added to this mechanism.

### VALUE

Outstanding value-added price makes it competitive with many other "multimedia" solutions with the added advantage of portability.

**"This brilliant CD-ROM system represents supreme value for money."**

**94%**

## EXTRA EXTRA!

As well as the CD-ROM drive and the mains transformer, the Media Vision pack includes a rather excellent padded carrying case, a Squirrel interface and a set of "multimedia" speakers, which connect either into the CD-ROM drive (with an extra lead), or into the back of your Amiga. With all this included at £199, the package seems to represent excellent value.



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# **Marpet**

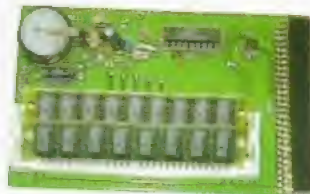
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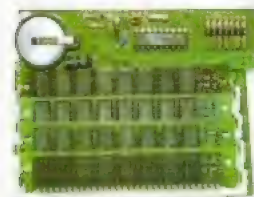


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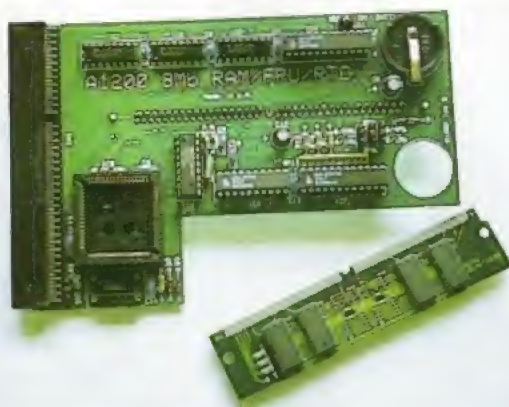


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# CD-ROM ROUND UP

## SPECCY SENSATION 2

EPIC MARKETING ■ 01793 490988 ■ £17.99

Ah, I remember my first home computer, like most people's it was a Sinclair ZX Spectrum. In fact, it was only the 16K model which made how much fun that could actually be had with it all the more amazing.

Back then, games only cost about £5; now, however, most computer games are in excess of £25. Bearing this in mind the *Speccy Sensation 2* CD-ROM brings back those Halcyon days in more ways than simply gameplay, since you get hundreds of games for just £19.99.

Of course, you also get a Spectrum emulator to play the games on. As it happens, the disc contains emulators for the Atari ST, Acorn Archimedes, Mac and PC, as well as for the Amiga.

There are also instructions on how

to convert your old Speccy games. However, it should be pointed out that the legal grounds for doing this (and the CD in general) are a bit dodgy, although it is unlikely that most companies will be too concerned, or lose much money.

There are plenty of games that were missed out in the first *Speccy Sensation* CD and you'll find some real classics like *Yie-ar Kung-fu*, *Armadu* and *Doomdark's Revenge*, plus many more.

I soon found myself completely engrossed not only in the games, but also the memorabilia, such as pictures of the machine and of Sinclair products.

Like its predecessor this CD is a must of Spectrum addicts.



Re-live those  
Speccy years  
with oodles  
of games  
and pictures.

93%

## SCI-FI SENSATION

EPIC MARKETING ■ 01793 490988 ■ £19.99

This two-disc bundle is just what every sci-fi buff has been waiting for – absolutely tons of sci-fi goodies. The discs contain pictures, animations, games, backdrop wallpaper, samples, 3D objects, tools, information on your favourite shows and films, games, music and even sci-fi fonts.

Admittedly, the second disc is just full of animations, some of which you'll already be familiar with, but they are, on the whole, quite good. The images are perhaps the highlight of the discs with still images from almost every popular sci-fi film and TV series.

In short, these two discs should keep even the most rapacious of sci-fi fanatics occupied for a long time.



Get your fill of  
Star Trek,  
Aliens and so  
on for the next  
month at least.

89%

## FRESH FISH X

PDSOFT ■ 01702 466933  
■ £18.99

Since we last saw a Fresh Fish disc, its format has undergone a few changes. The contents are still organised in the same way, with a drawer for each type of software or file, but the disc sports a new front-end and search engine. They are a clever implementation of the AmigaGuide format and enable the user to search out and de-archive what they are looking for or are interested in. However, the search system is very slow.

The contents are solid, though they do have a heavy bias towards Comms and GNUC programming utilities. This is a strong collection and has all the new Fred Fish disks from 1001-1100.



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Amiga-users'  
disc – not for  
the faint-  
hearted.

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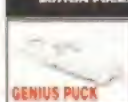


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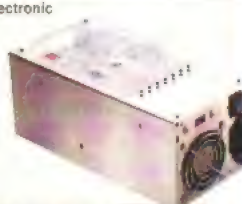


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# Final Writer 4

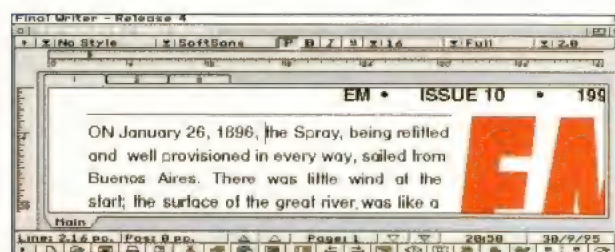
**Larry Hickmott picks up the latest version of *Final Writer* to see what's changed in this popular Amiga word processor.**



*Final Writer 4* still has the annoying habit of freezing while it remaps the colours in bitmap images on your page. This slows it down and the only way to avoid it is to get the program to hide all pictures.



*Final Writer* has taken a large step forward with the addition of a grammar checker as well as some navigational aids for moving around a document. Many other functions, like tables, are still on the drawing board.



Go overboard and turn everything on when using a non-interlaced screen mode and you don't get a lot of space for editing your page.

Word processing on the Amiga is dominated by two programs, *Wordworth* and *Final Writer*. It would seem from the letters I get and the number of messages on the Internet, that *Final Writer* is blossoming into being many people's favourite word processor.

It's easy to see why when you look at the feature list which continues to grow ever longer as each upgrade hits the shelves. The latest version to be released is *Final Writer 4* and with it come a number of new features.

*Final Writer* is a word processor for the serious Amiga user. You will need a hard drive and at least 4Mb of memory in your Amiga to make good use of it, even more memory if you like to have lots of pictures on your page. The reason why *Final Writer* needs such a fair whack of hardware, is because of the large number of tools it contains.

Most of these are text formatting functions. No other graphics-based word processor on the Amiga comes close when it comes to the formatting of text, although the upcoming version of *Wordworth* promises to give *Final Writer* a run for its money.

Just two of *Final Writer's* most prolific features are style tags and "chapters" within a single document.

If that isn't enough, Softwood have now followed the lead of the major packages like *Word* on the PC, by introducing a grammar checker. This type of program has received bad press in the past and, on the face of it, justifiably so. Grammar checkers do not, for example, know in what context a passage is written by the author and therefore can be tripped up easily.

Grammar checkers do, however, serve a purpose, just like spelling checkers, in that unlike the human eye, they don't miss the little things – something that is easily done when checking large amounts of text.

The grammar checker, by the way, is not just *Proper Grammar* bolted on to *Final Writer*, but a different system altogether.

## PUTTING A NEW FACE ON THINGS

Version 4 of *Final Writer* also sees the introduction of something called *Clik Tabs*. These are tab style buttons that help you navigate your way around a document. Whether it's going to a new page or a new section, *Clik Tabs* are designed to make it easier, a task they succeed very well at.

Many, though, have raised questions about how much space these tabs take up on screen, so I'd better

## FINAL WRITER VERSUS WORDSWORTH

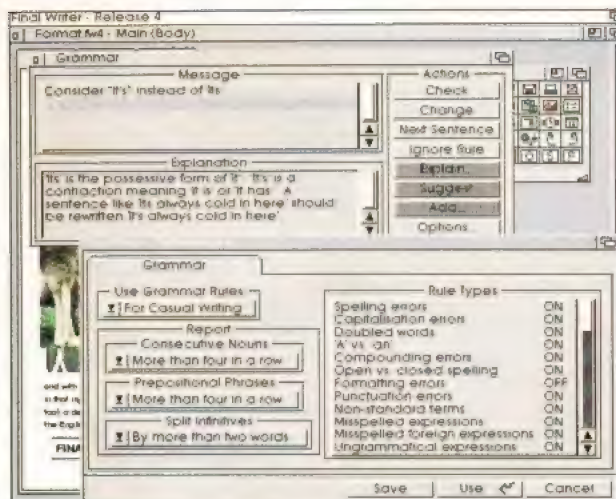
One of the most important questions anyone buying a word processor will ask themselves is: Do I need *Final Writer* if I already have *Wordworth*? The answer is a definite yes if you need the features not yet part of *Wordworth*. Here are a few pointers for you to consider:

Features	Wordworth 3.1 r2	Final Writer 4
Style tags	No	Yes
Asymmetrically stretch text	No	Yes
Multiple sections in one document	No	Yes
Grammar checker	No	Yes
Tables	Yes	No
Mail merge*	Yes	Yes*
Text effects	Yes	No*
PostScript	Yes	Yes
ARxxx	No	Yes
Master pages	No	Yes
Spelling checker & Thesaurus	Yes	Yes
Text frames for multiple lines of text	Yes	No
Facing pages view	Yes	No

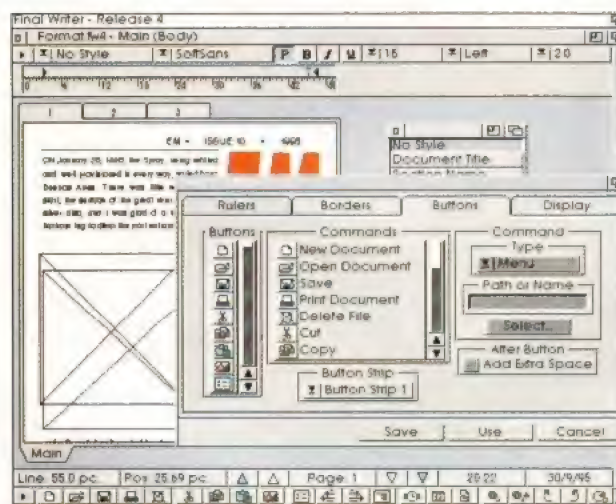
\* Only one record per page.

\* Some text effects can be created using a shareware program called *Final Wrapper* which is more complicated to use than *Wordworth's* text effects engine.

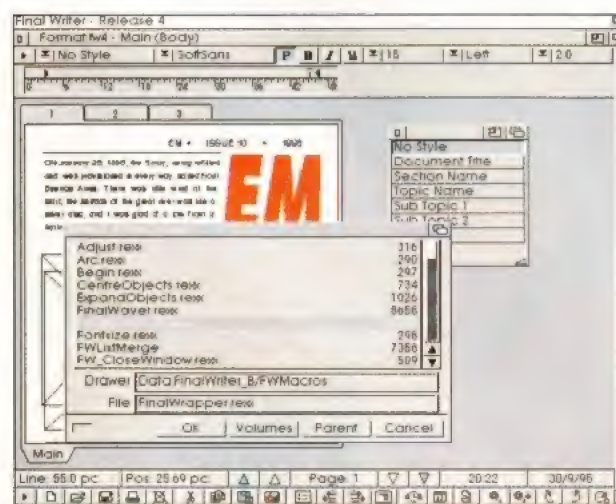




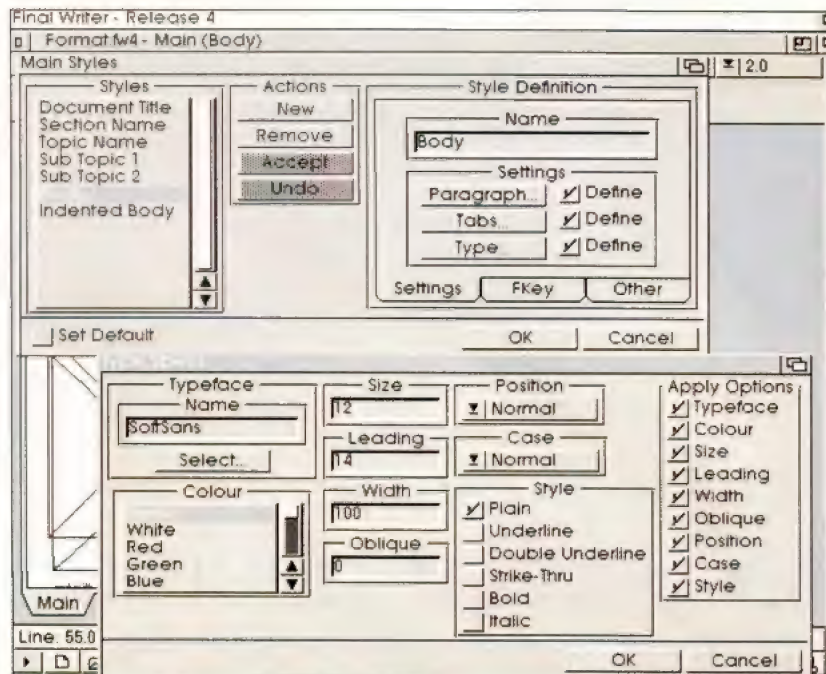
Grammar checkers do have their uses like picking up the incorrect usage of the word 'its'.



Final Writer 4 now has many preferences panels for configuring the look and functionality of the program, including what buttons you want in your tool bar.



Although underused by most Amiga-owners, Final Writer's ARexx port still lets you take advantage of programs like Final Wrapper.



Formatting text using style tags is dead simple with Final Writer 4.

point out that you can turn them off if you think they'll annoy you.

The interface has also seen the menus in Final Writer change quite dramatically, with many items having been taken out and placed in preferences panels, of which there are quite a number in Final Writer 4.

You can also now zoom in and out in five degree increments, making it easier to get a page to fill a screen. An information bar has also been introduced, giving you another method of navigating your way around a document, as well as functions for inserting items like the date into a document at the click of mouse button.

## TURNING THE TABLES

Despite all these new features, there are many more that have not yet been implemented. Tables and text frames are two major ones still missing, but are

being considered by Softwood. Final Writer is also still very slow when you have bitmapped images showing on the page. The way it allocates screen colours to an image can slow it down dramatically. Although the display of images can be turned off, it would be useful if Softwood could sort this out so we can have pictures showing on our pages while designing it, without being stopped in our tracks every time we flick between screens.

This, I'm sure, will be looked at since Amiga publishers are now going to great lengths to produce user-friendly word processors that can compete with other similar products on the PC and Macintosh. That said, though, the Amiga ones do have quite a way to go to catch up, but with competition between Final Writer and Wordworth hotting up, you, the customers, are the ones that benefit.

## FINAL WRITER 4

### DISTRIBUTOR

Softwood Europe 01773 836781

### PRICE

£74.95

### SYSTEM REQUIREMENTS

WB 2.1 or higher, hard drive and a minimum of 2.5Mb of free memory.

### SPEED

Text handling is very fast, but add pics to your page and it slows down, unless images are hidden from view.

### MANUAL

A thick brick, this manual covers everything in a user-friendly way.

### ACCESSIBILITY

The learning curve with a program so powerful is bound to be steep, so give yourself time to get acquainted.

### FEATURES

More text formatting features than you could ever need. Missing, though, are tables and text frames, as well as the ability to import pictures into a frame.

### VALUE

With 100 EPS clip art images and 120 outline fonts bundled with this powerful word cruncher, the value of Final Writer is second to none.

**"A truly superb word processor for all you budding authors."**

**90%**

## WANT TO KNOW MORE?

If this review has whetted your appetite for more information on word processors, then there are a number of other articles you should look for. In April's Amiga Format there was a really cracking look at three of the major word processors in the form of Wordworth, Final Writer and Protext. You will also find in December's Amiga Shopper, Amiga Format's sister magazine, a word processor Supertest of all the word processors currently available.



The **essential** magazine for Amiga enthusiasts

# AMIGA SHOPPER

## The **write** decision

"Why is there a picture of Shakespeare on this page?," you may well be thinking. Well, he's here because we think he would be reading our massive word processing and DTP packages Supertest – if he were alive today, that is! If the bard were writing his Complete Works now, he would probably choose to use an

Amiga (of course) and he would obviously turn to Amiga Shopper for advice on which word processing program or DTP package was best for him. In fact, we could have told him which program had the best spell checker!

If Mr. Shakespeare chose to use a DTP package, he would then turn to our DTP tutorial to find out how to use it to its full potential. Probably.



## Connect yourself!

If you want to connect your Amiga to another computer, be it another Amiga, a Mac, or even a PC, you need to read our guide to networking first. John Kennedy has been experimenting with networking for ages, and now he shares his findings with you.

## Win! Win! Win!

We have a Taxan monitor worth £700 to give away free to an Amiga Shopper reader. It could be you!

## Disks

We have another excellent couple of Coverdisks on the December issue. First, there's the full and complete Aural Illusion 1.17. This sample processor can edit samples and create new ones in its built-in synthesizer. Then we have another complete package from F1 Licenceware – Blackboard 3, an image processing program. Plus, there are loads of other programs – 5.5Mb in total!



Amiga Shopper **December '95**. On sale **NOW!**



**F**inal Data is a program with an identity crisis. It doesn't seem to be able to decide what it is – a database or a spreadsheet. The result is a program that mixes the two and ends up as something that isn't ideal as either. But that might not be as bad as it seems. If used correctly, *Final Data* can be surprisingly powerful.

In essence, the program is a database that comes with a fixed design. It is separated into rows and columns, where the columns can be varied in width but the rows are set to one character deep. Hence the visual similarity to a spreadsheet. Into each cell (a box one row by one column, i.e. a single area for information) you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells. Since the first version, there has also been a RCalc option, which allows running totals to be calculated, and also a memo function.

The memo is to allow you to enter a mass of text and assign it to a small cell. Because the size of the cells is restricted to one line long (although the line can continue to scroll and isn't restricted to the width of the column), the memo overcomes the problem of being able to see a decent amount of text in one go.

This is a compromise to solve the restrictions that the row depth throws up and it works to a certain extent, but of course, you can't really compare two fields from different rows that contain this sort of information in the same way that you can with more configurable databases.

By now it's probably also apparent that there is no way of including any other media, such as pictures or sounds, into the database. That can be a useful function that some other databases allow.

### PURE SIMPLICITY

However, *Final Data* does have a couple of areas that make it very strong. It's easy to use, making it ideal for the beginner who doesn't want a complex database that requires you to design its interface and tell it what sort of data will be stored and where it can find external viewers and images. *Final Data* is a simple point-and-click program.

Although the data is restricted to keyboard input, each field has several definable options. So numbers or calculations can be made in currency (anything from sterling to yen) and dates can be entered in different orders – for example, 25/12/95, 12/25/95.

Because the options allow you to operate on data and to display results of calculations based on constantly updated data, *Final Data* is also a pretty useful spreadsheet for low-level users. Again, it stands out as easy to use and you can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

In addition to the functions mentioned above, version 2 has had a few more additions. It can now perform tasks like cutting/pasting and printing on selected rows and these rows, unlike in many other programs, don't have to be sequential, i.e. you can select rows 1, 3, 5, 6, 7, etc.

The database query is more powerful than just a find command, allowing you to make specific parameters – such as on a database of your finances you could ask it to find a withdrawal of more than £200 made by a cheque last year, or a cheque paid in by a certain person. In fact, anything at all you can think of.

There have also been "views" included, which allow you to divide a database into subsections. A database of cars could have views of saloon, sports, etc. and selecting a view would allow you to look at the cars in that section. The ARexx support has also been improved, which allows you to do things like fitting the columns into the screen.

*Final Data 2* offers some of the functions that *should* have been in the first version. It isn't a big update. It performs as a database with some of the advantages of a spreadsheet and, as such, makes it an ideal double-program for low-level use and beginners. But power-users will soon find that they want more than it can offer.

# Final Data 2

Is it a bird? Is it a plane? No, it's a database/spreadsheet doppelganger. David Taylor explains.

No	Title	Starring	Director	Cert	Rating
1	1 Alien	Sigorney Weaver	Ridley Scott	18	75
2	2 Aliens	Sigorney Weaver	James Cameron	18	98
3	3 Aliens - Director's Cut	Sigorney Weaver	James Cameron	18	100
4	4 Alien 3	Sigorney Weaver		18	70
5	5 Robocop	Peter Weller	Paul Verhoeven	18	100
6	6 Robocop 2	Peter Weller		18	80
7	7 Hellraiser		Clive Barker	18	75
8	8 Hellraiser 3		Clive Barker	18	80
9	9 Excaliber	Nigel Terry	John Boorman	18	100
10	10 The Terminator	Arnold Schwarze	James Cameron	18	100
11	11 T2 - Judgement Day	Arnold Schwarze	James Cameron	18	100
12	12 Airplane			18	100
13	13 Dune		David Lynch	18	100
14	14 Sleepless in Seattle	Heg Ryan		18	100

Into each cell (a box one row by one column) of the database, you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells.

Date	Transaction	Deposit	Withdrawal	Balance
1	26/9/95 Balance carried forward	£10.00		£10
2	28/9/95 Salary	£1,000.00		£1,010
3	28/9/95 Council Tax		£50.00	£960
4	28/9/95 Rent		£300.00	£660
5	28/9/95 Loan		£300.00	£360
6	28/9/95 Loan		£100.00	£260
7	30/9/95 Busking	£10.00		£270
8	1/10/95 Lottery	£1,000,000.00		£1,000,270

*Final Data* is also a pretty useful spreadsheet for low-level users. You can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

## FINAL DATA 2

**DISTRIBUTOR**  
Softwood 01773 521606

**PRICE**  
£39.95 (£10 upgrade from v.1)

**SYSTEM REQUIREMENTS**  
WB 1.3+, 1Mb RAM. Impressively low system required.

**SPEED**  
This program works fine and at a respectable rate, even on a standard A500+.

**MANUAL**  
Very comprehensive, with an addendum for version 2. Details of what the ARexx scripts included do would have been nice.

**ACCESSIBILITY**  
Ease-of-use is the program's strongest point.

**FEATURES**  
Restricted to text and numbers, but with useful spreadsheet options. I had some trouble redefining columns, though.

**VALUE**  
The upgrade shouldn't cost more than a fiver.

**"Two programs for the price of one for low-end users."**

**80%**



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**Mini Workbench Games (5 disks)**  
One of the most interesting packs. 5 disks crammed full of unique, tiny but perfect replica games. A bit like playing on the Game Boy. It can be great fun playing small games like Pacman, Tetris etc. Recommended

## COMMODORE 64 V3

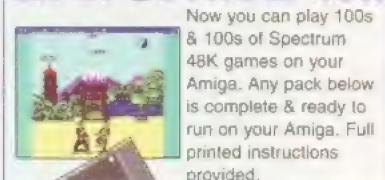


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PS C64 V3 & 100 GAMES PACK SCORED 88% WHEN REVIEWED IN AMIGA SHOPPER ISSUE 54

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...screen shot from AMIGA

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See C64 or Spectrum box for more details.

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AGA002 FRACTAL GENERATOR Fractal in 256 colours  
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AGA004 NEW SUPER KILLER Recognises & kills over 318 types of virus. Must for all A1200 owners  
AGA007 MINORWARE Very fast demo for the A1200  
AGA008 KLONDIKE DELUXE AGA 3D! The best A1200 card game with graphics and sound on card! Ages 18 & over  
AGA011 SLEEPLESS NIGHT'S  
AGA012 PLANET OPPOSITE Super A1200 Demos  
AGA013 MOTOR INVASION 2 (2 disks) Brilliant INVASION game  
AGA015 POINT OF NO RETURN (1 disk) A1200 (1 disk)  
AGA016 CHROMAS Really good demo  
AGA017 WORLD OF MAMMALS (1 disk) magnificent animation, comic style art. Recommended  
AGA021 MAGIC WORKBENCH Improves the look of your WB & adds some functions to your WB. Really BRILLIANT  
AGA022 WB 3 UTILITIES 3 disks of WB 3 utility software  
AGA023 U-CHESS the best chess game program so far but requires a harddisk. Brilliant graphics  
AGA024 WORKBENCH 3 SCREEN (3 disks) (3 disks)  
AGA041 ADULT SLIDE Vol 1-9 (2 disks each) "see below"  
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AGA103 BLACK BOARD AGA demo image processor  
AGA105 QUICK GRAB AGA - AGA screen grab  
AGA110 WORLD BEYOND 1 (3) stunning 256 colour fantasy  
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AGA115 HOTBATE 1 (2) AGA utilities  
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AGA117 HOTBATE 3 (2) AGA utilities  
AGA118 HOTBATE 4 (2) AGA utilities  
AGA119 HOTBATE 5 (2) AGA utilities  
AGA120 HOTBATE 6 (2) AGA utilities  
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AGA135 HOTBATE 21 (2) AGA utilities  
AGA136 HOTBATE 22 (2) AGA utilities  
AGA137 HOTBATE 23 (2) AGA utilities  
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An impressive collection of 3D modelling tools took Graeme Sandiford's fancy this month.

# Snap Maps

After being involved in 3D computer graphics a while most people pick up a number of the tricks of the trade, but it is always nice when someone else discovers them for you. *Snap Maps* might be considered just such a thing – a gem from an expert that should make life easier for you and help improve the quality of your renderings at the same time. *Snap Maps* act as templates for creating complicated or organic objects. There are two volumes currently available: *Fields & Foliage* and *Building Materials & Fabrics*.

The principal behind them is surprisingly simple and one that most experienced animators should be familiar with. *Snap Maps* are a cunning combination of several different mapping types: clip, bump and colour. However, where these collections differ from the other texture collections is that, because of the inclusion of bump and clip maps, they not only colour your objects, they can also add



This example scene puts several maps to good use on simple objects.



*Fields & Foliage* contains a lot of hard-to-model objects, like grass.



Here are some of the building materials and fabrics available – check out the graffiti cement.

surface detail and actually change the shape of your objects.

These features make them ideally suited to help in the creation of objects that are difficult, or just plain fiddly, to make using more traditional methods. Since the clip maps are simply images they can be used with any Amiga 3D package, such as LightWave, Real 3D, Imagine, or Cinema 4D.

Their image-based nature also means that their application need not be restricted to 3D graphics, because with a little creativity it's possible to make good use of *Snap Maps* in video work, or as a useful compliment to an image processor.

So how do they work? All you need to do is add your colour map to an object, then its matching bump map and finally a clipping map, if it is needed. The majority of the time, when creating buildings or other simple objects, you'll probably only need to combine colour and bump maps, but, when you do combine all three types, incredible results can be gained in surprisingly little time.

As an aid to finding the maps that you want, there are plenty of example

images provided, even though most of the maps are sensibly named and it's therefore easy to identify their contents.

This is just as well since there are quite a few files, especially in the *Building Materials & Fabrics* volume, that include such materials as brick, burlap, cement, chainlink, concrete, crossweave, fabric, gravel, lace, lattice, mesh, net, plush, ribknit, slats, striped cloth, tile weave, wicker and wood.

In the *Fields & Foliage* you'll find bark, fern, flower, fourleaves, grass, ground, hedge, ivy, lawn, palm, stems, stones, thinflower, threeleaves, twig, vine and wildgrass.

However, despite this huge list of potential objects these collections have another advantage in the extremely helpful manual which even explains how you can work around some of Imagine's limitations to get the best out of the maps. Added to this, you get a set of tutorial scenes for Imagine, Real 3D and LightWave. This is a truly impressive collection that should have you rendering stunning scenes, ranging from jungles to urban areas.

## SNAP MAPS

### DISTRIBUTOR

Anti Gravity Products  
001 310 393 6650

### PRICE

\$100 (£65) each volume, or  
\$185 (£120) for both.

### SYSTEM REQUIREMENTS

Hard disk and a 3D program.

### SPEED

*Snap Maps* can save you a lot of time modelling and are quick to render.

### MANUAL

The manual is extremely helpful and has plenty of examples.

### ACCESSIBILITY

If you have been using your chosen 3D

package for some time, this should be a piece of cake and beginners can even learn a lot from the manual.

### FEATURES

An excellent implementation of a simple, but ingenious idea.

### VALUE

£120 may sound a lot for a bunch of images, but you're getting a lot more than a that – a whole range of high-quality objects

**"All those hard-to-make objects ready to go – hmm"**

# 90%







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## NRL4-1. NEWS MAKER

Basically this is a 3 disk compilation of tools which should really have been on Workbench. eg: Virus Killer, Fast text editor and displayer, Menu system, File manager, A few Workbench games and more. Only £7.00

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# Essential Science

Get children used to computers at the same time as they learn about science. What could be better?

David Taylor goes back to school.

**T**his title is aimed at teaching children between the ages of 5 and 12 about the basics of science. There are six games and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.

So, one game might start off with the relatively easy task of reading digital clocks (with different difficulty levels dictating how easy it is to select the answer, i.e. relating to gaming skills, not knowledge). Then, the next level will deal with a completely separate area, such as placing animals within their groups, like mammals or insects.

The program allows the child to progress up levels only after gaining a level of competence on the first level. There's a high score table for them to keep track of their achievements and the program awards medals for success, as well as a chance for bonus points if they excel. There is even the chance to print out certificates to encourage them.

Some of the games are genuinely helpful and educational, whilst others leave a lot to be desired. Microscope, for instance, asks you questions to which the answer can be found in the shape of a poorly drawn graphic under one of the holes on screen. Let us not dwell on the worst game, though.

The games differ in the way they are played. One is a *Space Invader* clone, where you must shoot the correct answer, whilst another requires you to guide a man through a minefield to the answer. Most of the questions are fine, but some are bizarre. For example: "Some people own a pet...? Answer: duck".

It just seems that some of the questions aren't particularly science-based. I'm not talking about reading thermometers which seems numbingly easy to adults, because these are skills needed and taught in school science lessons. The ones that worry me are the ones to which the answers are either odd, or the

questions seemingly pointless. "Which of the options is a solid at room temperature?, Answer: soap flake". That, I'm sorry, is not a great deal of use in science. It might be true, but it isn't likely to crop up in a school test.

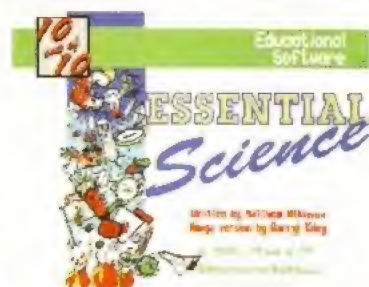
There are a few other points that should be considered. The specified age range is 5-12. Whilst the blocky graphics might appeal to 5-year olds, 12-year olds will be shouting "Lame" and returning to their Sony Playstation for another bout of *Tekken* before the loading screen has disappeared.

Add that to the fact that some 12-year olds are starting to know more about computers than their parents and that they can probably program a more impressive game than these, and I think you can see we're talking about a maximum age of 10 really. The only problem is some 10-year olds might have trouble with the answers. The result is a set of games that is not going to retain the older child, but has a top level beyond that of the younger.

10 out of 10 have produced some very useful products. This isn't the best. It has limited appeal, but could help children, although they won't be playing it for a full seven years (did you expect them to?).

I think that the developers need to look at the structure of their games and make the questions tighter. They also need to be aware that we no longer live in a world where even children will be impressed by C64 graphics.

Your children can learn from this title, but they won't be rushing home to load it, which rather defeats the object.



Level	Mean	Space Walk	Spectrum	Shuttle	Microscope	Electro
1	****	****	****	****	****	****
2	****	****	****	****	****	****
3	****	****	****	****	****	****
4	****	****	****	****	****	****
5	****	****	****	****	****	****
6	****	****	****	****	****	****

There are six games on *Essential Science* and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.



There's a high score table for the kids to keep track and the program awards medals for success, as well as a chance for bonus points if they excel.



One of the games is a *Space Invader* clone, where you must shoot the correct answer. Most of the questions are fine, but some are somewhat bizarre.

## ESSENTIAL SCIENCE

### DISTRIBUTOR

10 out of 10 0113 2394627

### PRICE

£25.95

### SYSTEM REQUIREMENTS

1 Mb RAM and a child

### SPEED

Loading each game separately is a bind and not fast.

### MANUAL

Printed information on each level would have been helpful for parents.

### ACCESSIBILITY

Kids can't go wrong.

### FEATURES

Some games are great, others not so and some of the questions are suspect.

### VALUE

Your child can easily get £25 worth of learning from it. Have you seen the price of private tutors?

**"10 out of 10 must look at giving the games a more up-to-date interface."**

**73%**

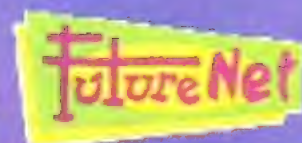


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# Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



Aside from being a decidedly good digitiser and teletext decoder in one, the Pro-Grab 24RT Plus...



...also incorporates virtual memory without an MMU, so the size of your grabs are not limited by memory.

## PROBLEMS, PROBLEMS

I have got an A1200 and a Seikosha SL-95 printer and I am thinking of getting a hard drive. I have had this set up for around two years now and now that I am more experienced I want to upgrade, but before I do I have a couple of questions.

- 1) I was looking around in the PD section when I saw a program that turns hard drive space into memory without an MMU – is this true?
- 2) Can the PC emulator in the PD library run programs that are meant for a 486 and is there a hardware PC emulator that will fit into the expansion port of the PCMCIA slot of an A1200 and run 486 programs? If there is, please can you tell me where I can buy it from?
- 3) I have an Seikosha SL-95 colour printer – should I sell this printer and get a Panasonic KX-P2135 or any other printer you could recommend, or should I stick with it.
- 4) On page 86 of issue 72, there is an advert of a CD-ROM program that reckons it can write on CDs using a normal CD drive like the Zappo or overdrive – is this true and, if so, why don't people buy a CD drive and one of those CDs that you can record on and use it as a hard drive? It would be much cheaper and every time one CD is full you can go and buy another one.
- 5) I have a copy of *Wordworth 3.1SE* and I want to use some PC graphics on it so I copied the PCO icon from Workbench on to *Wordworth*, double-clicked and double-clicked again, and got a requester that said "PCO already mounted," so I clicked on OK, put in my PC disk and, to my horror, there was no PC icon

only a DFO???? icon. I panicked, but then remembered there was something about this in one of your earlier issues so I started searching and luckily found it. It said to go into a Shell, put in your PC disk and type "diskchange PCO" followed by Enter.

I did this, but then a requester appeared and asked if I could put in the *Wordworth* disk – I did this as well and it loaded for a while and then a window appeared saying "Object not found disk change failed returncode 20". Please can you help me to solve this problem?

6) I have also got another problem with *Wordworth* to do with text effects. Every time I try to print a text effect with a colour shadow the screen flashes a couple of times and the paper comes out blank.

7) My last question is to do with PSUs. I've been wondering which PSU is best for me – I have no add-ons except my printer and I use my Amiga for long periods of time. I would like to get Goliath from Datel, but is it too powerful? If so, should I get the replacement PSU from AmiTek – if not, which PSU should I get?

Talha  
Leicester

1. Although I'm not entirely familiar with this particular PD program, whatever it may be called, it certainly is possible to use virtual memory on a machine without an MMU. The latest version of *ProGrab* does this quite well. However, it isn't going to be quick by any means since even virtual memory with an MMU is a slow business.

2. No, it's most unlikely that software designed

## IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW  
Your Amiga:

- |                             |                                 |                             |
|-----------------------------|---------------------------------|-----------------------------|
| <input type="radio"/> A500  | <input type="radio"/> A500 Plus | <input type="radio"/> A600  |
| <input type="radio"/> A1000 | <input type="radio"/> A1200     | <input type="radio"/> A1500 |
| <input type="radio"/> A2000 | <input type="radio"/> A3000     | <input type="radio"/> A4000 |

Kickstart version:

- |                           |                           |                           |                           |
|---------------------------|---------------------------|---------------------------|---------------------------|
| <input type="radio"/> 1.2 | <input type="radio"/> 1.3 | <input type="radio"/> 2.x | <input type="radio"/> 3.x |
|---------------------------|---------------------------|---------------------------|---------------------------|

Workbench revision:

- |                                 |                           |                             |
|---------------------------------|---------------------------|-----------------------------|
| <input type="radio"/> 1.2       | <input type="radio"/> 1.3 | <input type="radio"/> 1.3.2 |
| <input type="radio"/> 2.04/2.05 | <input type="radio"/> 2.1 | <input type="radio"/> 3.0   |

Total memory fitted \_\_\_\_\_

Chip memory available \_\_\_\_\_

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: \_\_\_\_\_

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: \_\_\_\_\_

Hard disk: \_\_\_\_\_ Mb as DH \_\_\_\_\_

Manufacturer: \_\_\_\_\_

Extra RAM fitted – type, size (Mb) and manufacturer \_\_\_\_\_

Details of other hardware: \_\_\_\_\_

Continued overleaf ➡

WORKBENCH - HINTS, TIPS AND HELP  
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 05  
 -11  
 DECEMBER 1995  
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## COMMUNICATION

I have an A1200 with a 85Mb internal hard drive and a Blizzard 1230-III accelerator board with 4Mb of RAM installed. I have recently bought a CD<sup>32</sup> and I want to link the two to access CDs containing clipart, fonts, utilities and PD games for use on my A1200.

My question is, do I need a Communicator-III adaptor from Silica, which costs £79.95, or will the CD19#CD<sup>32</sup> Network Package from PD Soft give the same level of compatibility for only £34.99? Do either of these leads allow the A1200 to access the CD<sup>32</sup>'s 2Mb of Fast RAM?

Also, I am considering buying a monitor to use with both systems - could you recommend one which has both S-video and Scart input for not much more than £200. And, finally, could you tell me if the S-video output on the CD<sup>32</sup> is compatible with the S-video input on the Vidi Amiga 24RT to take some in-game and film CD grabs. I would be very grateful if you could answer these questions for me.

Graham Spratt  
Beccles, Suffolk



The Communicator is great for transferring files, but can also be used to control a CD<sup>32</sup> remotely.

The main difference between the CD<sup>32</sup> Network package and the Communicator is that the Communicator can control the CD<sup>32</sup> from the remote machine. This is primarily of use for displaying animations, images and multimedia uses. If you simply want access to the CD drive, then the Network package should be more than enough to meet your needs.



PC Task is perfectly capable of running DOS programs, but will struggle with Windows ones.

boot disk's devs/DOSDrivers directory and the filedisk.device and mfm.device in your devs: drawer. You will also need to place the file CrossDOSFilesystem in your L: directory and the drawer FileSystem\_Trans, and its contents in the L: directory too. This should be enough to get CrossDOS up and running on your Wordworth disk - of course, things will be a lot simpler when you get your hard drive.

for a 486 will work through a software emulator and, even if it did, it would be all but useless.

Unfortunately, although there were early plans for an A1200 emplant, they were scrapped. Currently, the only way to emulate the PC on your A1200 is through a software emulator and even PC Task can only emulate a 286.

3. Since I don't know what you'll be using the printer for, or how much you are willing to spend, it's hard for me to recommend a printer. However, you might like to take a look at Hewlett Packard's range of deskjets.

4. I believe CD-Write is the program you're referring to? We've just reviewed this product in issue 77. The wording of the advert actually says *virtually* write to CD-ROM and, in fact, the information is stored in a directory on your hard disk.

5. Unfortunately, there is more to the CrossDOS disk Operating System than simply the icons. The icons simply issue the command to mount the device according to its ToolTypes. To get CrossDOS to work after you've booted your machine with your Wordworth floppy you need to copy several files to it.

You'll need to put the PC0 icon in your

6. Er, sorry - no idea on that one. You can call Digita on 01395 270273 instead.

7. As you have only got a printer attached to your machine it is not really worth your while investing in a Goliath power supply. The Goliath is really only of interest to people who have so many peripherals attached to their machine that they put a strain on the standard power supply.

The Goliath power supply won't make a great deal of difference when it comes to leaving your machine on for long periods of time - even though it has a fan - since the computer will probably overheat first. I often

## POWER-USER'S GUIDE TO IMAGINE

Welcome to a new series of tutorials on getting to grips with *Imagine 2* and *3*'s more powerful features. While *Imagine* may have its fair share of neat features, the manuals of both versions do little to explain how you can use them fully. We'll be taking you step-by-step through the trickier aspects of using *Imagine 2* and *3*.

First up, we'll be examining *Imagine 3*'s exceedingly useful States function. This feature can be used to create morphing objects - make sure that objects don't "swim" through their textures and physically adjust the shape of texture and brush maps. We'll be taking a look at the last two involving texture mapping since the morphing applications of States is handled relatively well in the manual.

The idea behind States is quite simple, once you've created an object and set up its attributes, you can save its current State and revert back to it after you've made any further changes. The best thing about this is that you can choose which elements of an object's State you wish to retain, such as its attributes, shape and grouping information.

Since several States can be saved with an object, this can be used as an animation tool by tweening between different States. We're going to use this function to alter a brushmap road surface so that the lines on the road follow the curve of the road. This would be extremely tricky to achieve by drawing curved lines in a paint package to match the shape of the road.



This road with a dotted line that follow its contour was created using *Imagine*'s States function.

Once you followed the steps in this example, you should understand States well enough to apply to other circumstances. For example, you may want to animate an animal or other organic form that needs to bend or twist sections. Normally, the part of the object that bends or twists would "swim" through its

texture, meaning that the texture will stay as it was when first applied and not follow the changes made to the object.

With States you can make textures move and deform with their objects. States' flexibility can also be used to create animations from one state to another quickly and simply.



leave my A1200 rendering for days at a time with no ill-effect. You should be just fine with your current power supply.

## IS IT WORTH IT?

Could you please give me some information about *PC Task V.3*? I have an A1200 with a 120Mb hard-drive and a 4Mb upgrade.

Is it worth buying?

Will it run all PC software (except Windows)?

How do I get MS-DOS to run from high density disks on my computer?

Are the emulator and MS-DOS disks all installable?

Will I need to install all the MS-DOS disks?

Matthew J Rigby  
Tottingham, Bury

This is an interesting question Matthew, since deciding whether or not any software emulator is worth getting is a tricky business and depends largely on what sort of software you would like to use.

An obvious overhead that software emulators have is their lack of speed. *PC Task*, as well as programs like *Shapeshifter*, really have their work cut out trying to emulate another computing platform's Operating System and additional software simultaneously.

In the case of *PC Task*, this limits the program to emulating only a 286 PC. Although it is recommended to run Windows on at least a 386, you can, if you are particularly sadistic, just about run Windows on a 286. Whether or not you'll be able to run any programs as well is highly debatable.

Before you can do anything on the PC, you have to install MS-DOS, which you'll have to

buy. MS-DOS 6.22 is only available on HD disks, but if you're lucky you might find a copy of version 5 on DD disks.

Alternatively you can get a mate who has a PC (if you can call any PC-owner a mate, that is), to create a boot disk from DOS which copy a few essential files to a bootable floppy. With regard to using HD PC disks, the only way you can do this is by buying a HD drive.

Whether or not it is worth buying comes down to whether or not you can run software on it at a sufficient speed.

The answer to this question is yes - *PC Task* can run a good number of DOS applications at a respectable speed.

## MAKE YOUR MIND UP TIME

I have an A1200 with an extra disk drive and that's it. I have £150 to spend on hardware and, not knowing much about my computer, I was wondering if you could give me some help.



Deciding whether to buy a hard disk or a RAM expansion first for your Amiga is a toughy.

Do I get a hard drive or a RAM expansion? If so, what hard drive and what expansion can you recommend?

If you think neither of these are any good, please can you point me in the right direction?

Scott Baverstock  
Redbourn, Herts

Without knowing what uses you intend to put your machine to makes answering this question a real toughy.

Adding a hard disk can really make life a lot simpler and gives you the freedom of storing large amounts of data on a single device, which is quicker than a floppy too. Hard disks generally make computing more convenient and is a must for anybody involved in graphics, or any other activity that involves the generation of large files.

However, adding extra memory not only

Continued overleaf →



Before you fit a megafast board, like the Falcon, you may need to get rid of your old RAM expansion.

## STEP 1

First off we need to create the road - I'll leave that to you. Apply your texture or brush maps as you would normally and then go to the States menu and select Create. Give the State an appropriate name, like straight or default.

## STEP 2

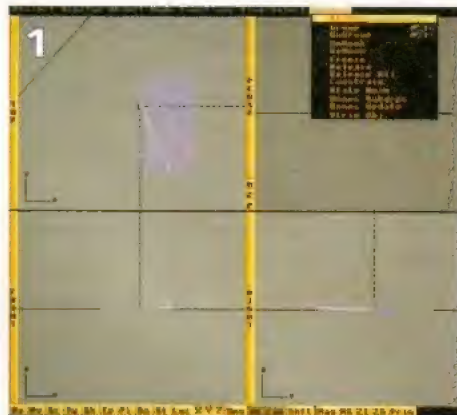
In the next requester, the data types, you need only select shape and properties - unless you have any special grouping of objects. This will lock the currently selected object's physical shape and its attributes, including the textures.

## STEP 3

Bring up the Attributes and select your texture or brush maps and use the info button to set its options. Enter the current State in the lockstate field (straight or default). Return to the main screen and select update from the States menu and update the current State.

## STEP 4

Finally, bend or otherwise transform your object and then create a new State. However, this time don't select properties and this is the key to making the texture conform to the object's new shape. When you save the object both States will be included, so you can switch back and forth.





# UPGRADE ADVICE



Neither the Blizzard 1230 or 1220 should interfere with the A1200's PCMCIA port

I have an Amiga 1200 with Workbench 3.0 and 2Mb of memory, Zappo CD-ROM drive, Vidi Amiga 12RT and a Canon BJ10sx printer.

I am thinking of buying a Blizzard 1220/4 memory expansion from Gordon Harwood.

Will this interfere with the PCMCIA port? Is it compatible with standard Amiga games

(non-system legal)? When I print pictures out of *Deluxe Paint IV*, colours (mainly red, green and blue) print out almost black.

I have tried changing the settings from grey1 to grey2 and the density (Prefs/Printerfx), but it still does it. I don't think *DPaint* is to blame because it does it with *Wordworth 3.1SE* as well.

Mark Patterson  
Bradford, Manchester

You shouldn't have any problems with the PCMCIA port and few with most well-programmed applications and games. However, there may be some shabbily programmed games that may cause a few problems, but, on the whole, most should work OK.

Sounds like the reason you're having problems printing colours relatively accurately lies in the driver. This can be set from prefs/printer. You can also obtain the Cannon studio suite from most PD libraries, or Cannon themselves.

If you have already selected the correct driver, then the one thing you should bear in mind is that your printer is black and white greyscale and if you select greyscale settings from a program like *Wordworth*, you can get some "interesting" print-outs. Yes, the SVHS connection should work.

← gives you more memory, it also speeds up your machine. 2Mb of RAM is the bare minimum of memory needed if you are going to use any serious programs, especially AGA ones.

Personally, I would go for some more RAM first, since this will give you more access to programs, but you will soon find that the more you get into using your Amiga seriously, the more apparent the need for a hard drive will be. For an idea of which RAM expansion to go for, take a look at the adverts in this issue.

## CAN I KEEP IT?

I have had an A1200 for nine months and the problem I have is that I wish to accelerate my A1200 to an 030/040 instead of my 020. You may not see any problem with this, but I already have a 4Mb RAM board with 33MHz FPU installed.

The only way I can see to accelerate my machine is to abandon the memory I have and buy an accelerator SIMM board. Is this the only way, or can I keep my present memory and accelerate my Amiga some other way?

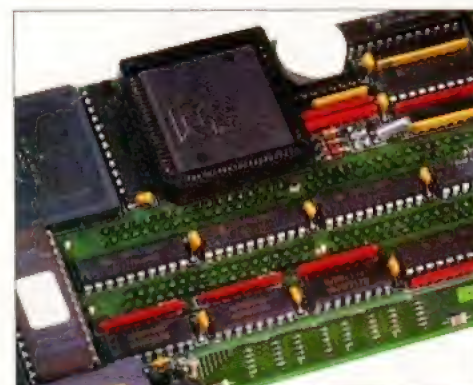
Benjamin Whenlock  
Horwich, Bolton

I'm afraid not - you'll have to ditch your memory expansion.

## NEED FOR SPEED

1. I have an A1200 and an 80Mb 2.5 inch hard drive. I have recently purchased an Apollo 50MHz 030 Plus MMU with 4Mb Fast RAM accelerator, which boosted the speed of my Amiga to 9.62 MIPS (SysInfo 3.15). I was just wondering what equivalent Mac and PC models had about the same MIPS? Also, why does AIBB return different figures for MIPS and Dhrystones to SysInfo?

2. For producing *AF*, do you use a Mac or an Amiga with Emplant, or whatever? It would be really cool if you did a feature on how *AF* is produced, from getting the Coverdisks to distributing the mags...



Boards like the Apollo 1230 will put your Amiga on a level-footing with certain models of PCs and Macs.

3. I've got *Imagine 2* at the moment. Is my A1200 good enough to use *Imagine 3*, considering that I only have 6Mb RAM? Should I get an FPU?

Jonathan Lines  
Oxfordshire

4. Are there any software patches which allow a flicker-free 640x400 or above screen on any monitor/TV? In *Wordworth 3*, I either choose a 640x256 screen which is out of proportion, or a 640x512 screen and get a migraine! At present I am using a SCART TV (Philips PRO2000).

1. In raw computing terms, your Amiga speed is somewhere between a Mac SE and a LCIII. A comparable PC would be a 386 model.

However, you should bear in mind that these machines don't get the benefits of the Amiga's excellent Operating System and custom chipset.

AIBB can sometimes produce different speed results, but that's because its benchmarks are more specific and usually more accurate.

2. If by producing you mean laying out pages and working with text, then the answer is Macs. While it would be possible to produce the mag

on an Amiga with an Emplant board, we'd have a hard job convincing Future Publishing's Mac Services department to replace the existing machines with Amigas. However, there are plans afoot to link up my A4000 to the office network through my Emplant, so that I can access the Internet through FutureNet.

However, when it comes to certain illustrations, especially 3D-rendered ones, we use our Amigas and then transfer the resultant files via floppy or SyQuest removable cartridges.

3. 6Mb of RAM should be enough for most projects, but if you are using a 3D program you will soon discover that it is impossible to have too much memory. An FPU is really a must as it speeds up rendering times considerably.

4. I'm afraid not, the only solution is to buy a monitor that supports these modes. Don't worry too much about the migraines; you'll soon get used to the flickering - I did!

## GAME WORRIES

I am having a few problems with my recently purchased 250Mb hard drive for my otherwise unexpanded A1200. The problem arises when trying to run some games I have installed. Each has its own installing program which appears to install the game with no errors, but once I try to run the game it refuses to work.

The games are: *Civilization AGA*, *Monkey Island 2* and *Syndicate*. *Monkey Island 2* needs the display options changed to enhanced on boot-up to work, but, when it is run, a black screen pops up and doesn't go away until the mouse button is pressed, returning me to Workbench.

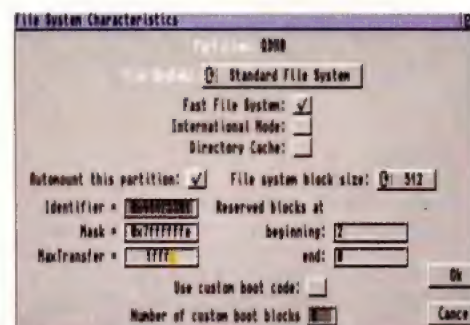
*Syndicate* works until the white Bullfrog logo is displayed, then coloured lines appear on the screen and I have to reset. *Civilization AGA* brings up a menu after run, saying suspend or reboot, program failed, with a Guru number of 87000004, which Alert tells me is a "Dead End Alert, Subsystem DOS-library, An Unexpected Packed Was Received," whatever that means!

*Syndicate* works fine on my friend's hard drive, so I was wondering if the problems had anything to do with max transfer rate, which is currently set at 0xfffff.

I don't want to have to re-format my drive to change this if it isn't the problem.

Francis McGlade  
Belfast, N. Ireland

I'm afraid, Francis, that the most likely source of your gaming problems is the max transfer rate of hard drive. It needs to be set to a slower speed and the slowest you can get away with is 0x1FFF. You will not have to re-format your hard drive to make this change.



With certain games it may be necessary to lower the max transfer rate using HDToolbox.





Hard on copy. Soft on wallet.



**Monitor specification:** Phillips HCS35 Video monitor with speaker - compatible with **AMIGA, NES, SNES, MEGADRIIVE I/II, ATARI ST & composite video** (price includes video lead). **Printer specification:** Phillips NMS1136 9-pin NLQ Dot matrix printer, Epson/IBM compatible, 120CPS draft, tractor/single sheet fed, supplied with lead. Note: all equipment advertised is second-user and has been fully refurbished, tested and repackaged in our warehouse facility and carries a 90 DAY WARRANTY. Prices advertised do not include P&P: - please add for single item - **£15.00** Two items - **£19.50**. **ORDERING:** please place orders by post ensuring that you specify item(s) required & your computer type. Cheques or postal orders only please, made out to "MICRO-T".

[illegible]



# Real 3D Tutorial

Every object you create with *Real 3D* has its own special properties associated with it. The most obvious property is the shape, but, as we saw last month, it's also possible to adjust the colour.

In this tutorial we'll see how we can go way beyond colour and actually start to control the virtual material from which our objects are made.

Every type of material interacts with light differently: which is why we can have a good guess as to what an object is made of without even picking it up.

Metals are slightly reflective and paper isn't. Glass is almost totally transparent, whilst a

mirror is almost totally reflective. Fog is sort of transparent and, well, foggy, whilst wood is general dull and, well, woody... You can see that describing how a material appears is actually quite tricky.

The overall appearance depends on a special set of attributes which define the reflectivity, the refractive properties and other surface textures.

Alter any of the attributes and you change the appearance of the object in the final render. It is only by experimenting with these settings that you will be able to create realistic images.

Making objects and rendering them in the

solid modeller without altering their material from the default will result in a collection of dull grey, matt, plastic objects which look pretty awful.

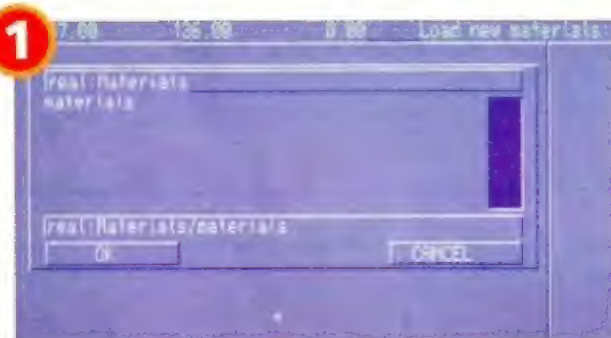
This month, we'll see how to control and create your objects by altering the virtual materials from which they are constructed.

Remember, *Real 3D* works in a hierarchical way and so if you alter a root object, you alter all the objects within it as well.

This can be a very fast way to adjust a large number of objects, but it can also be a quick way to lose previous settings. Always save your work as you go along in case you accidentally make a change you didn't mean to do.

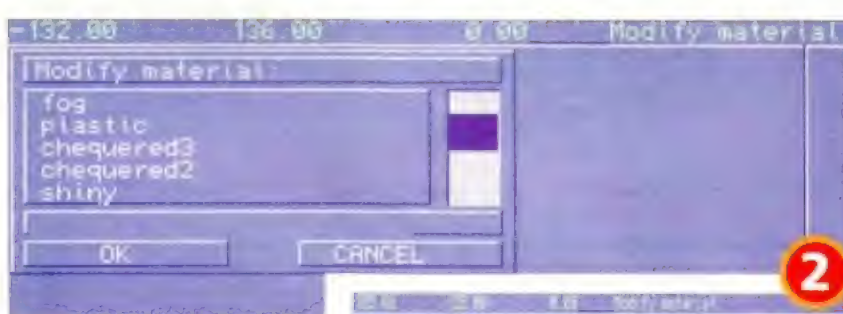
## PROJECT 1

# An introduction to materials



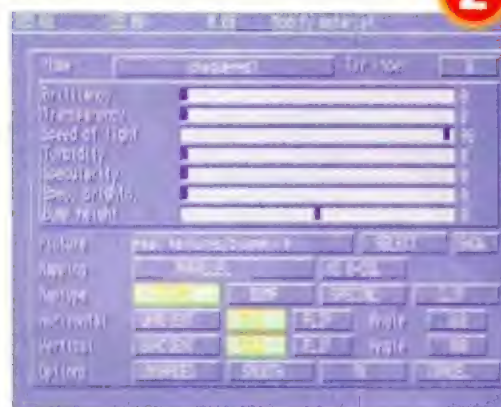
### Step 1: Load the material file

Before you can start to use materials you will either need to create some from scratch, or load some which have been previously defined. For now, let's load in the default batch which came on the Coverdisk. Use the menu option *projects/materials/load*, and locate and load the file called "materials".



### Step 2. Look through the materials

You can check that the files have been loaded by using option *projects/materials/modify*. Each material in the list will effect how an object would look. There are several attributes which can be fine-tuned to provide the appearance of metals, wood, glass, or plastic. We'll soon see what each setting does.



### Step 3. Create an object

Exit the materials window and create a simple object – a sphere or a cube will do. Locate it roughly in the middle of the screen. At the moment, the object will be of the default material, which is dull grey. It is important to note that although we saw how to alter the default colour last month, some materials will overwrite the colour information.



### Step 4. Assigning a material

Make sure the object is selected (its name will appear in the middle of the screen) and then select the menu option *hierarchy/material* or press "b" for a shortcut. The current list of materials will appear on screen and you can now pick the one which you want to apply to your object. For now, select 'marble'. You will see a message stating that your object is now made of marble at the top of the screen.



# part 2

Adding a virtual material to your 3D objects makes all the difference, so **John Kennedy** continues his series with a few 'material' pointers.

## BUMP MAPS

One type of material stands out more than any other - which is a dreadful pun, of course, as I'm talking about bump maps.

Bump maps differ from other materials because they actually *alter* the shape of an object.

Like other materials, the bump map has

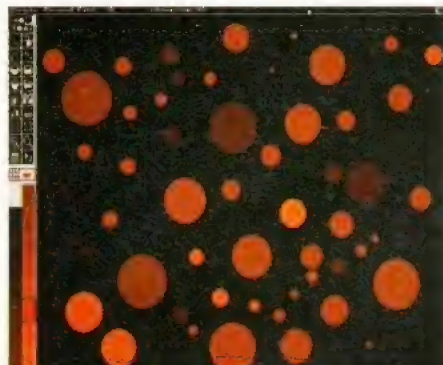
an associated map image which could be created in *Deluxe Paint*, for example.

Unlike the other materials, the map is not treated like a pattern to display; instead only the Red component of the map is important.

The brighter the Red, the more the object "sticks out" at that point.

Using bump maps allows objects to acquire a very organic feel to them. Most natural objects are far from being completely smooth and using bump maps on an object removes the artificial appearance which appears so often with rendered images.

Here's how to make a bump map image:



1. Create a Map in your favourite paint program. Use shades of red (15 are allowed) in a bold design. Try writing your name, or drawing a cartoon face.



2. From the projects/materials/create menu option, create your own material and give it a name. Make sure you have made it a bump map and adjust the height. Follow these settings.

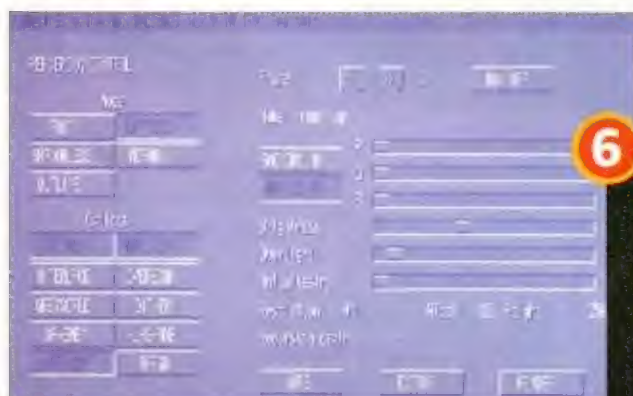


3. Create an object and use the "b" key to make it out of your special bumpy material. In this render you can see that the magazine logo is not only coloured (the Red component is used as a colour, as well as an altitude map), but bumpy as well.



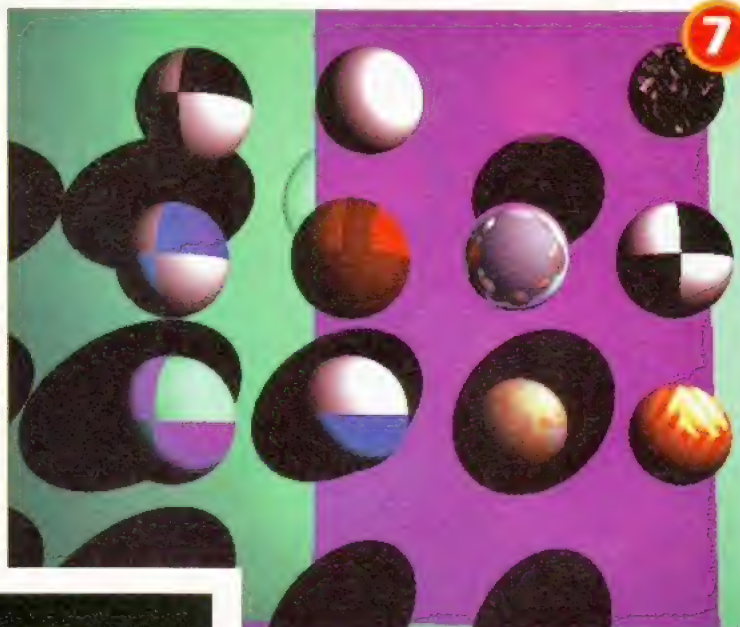
### Step 5. Confirm the material

Although nothing obvious appears on the Editor display, you can confirm your object's construction at any time using the info option from the Extras menu (or press "I"). The info screen will let you know the material from which the selected object is made and also one or two extra, special attributes which we'll cover later on.



### Step 6. Render the image

You will be able to see the results of your material science experiment only when you render the image in Solid mode. It is important to select the correct render mode; if you stick to FAST, the object will remain in grey. The other modes are required before materials are rendered. As we have not added any extra light sources, select LAMPLESS and render the image. You should quickly see the difference which the addition of the material has made.



### Step 7. Use other materials

It might be a good idea to create several objects and assign a different material to each. You can then render the image and keep it as a reference. Some materials might look a little strange depending on which mode you use for rendering. This image was created in NORMAL mode and a lamp was added to provide shadows and illumination.

Continued overleaf →



# Creating your own Materials

Each material defined has a series of values which can be adjust using the sliding bar.

It is the combination of these settings which gives the overall appearance of a particular material.

The settings which can be adjusted are:

## Brilliance

A measure of the amount of light reflected. A perfect mirror would be 100% brilliant, since it reflects back all the light which falls on it. A totally matt object is 0% brilliant.

## Transparency

A measure of the amount of light which is allowed to pass through an object. Pure glass is transparent and would be close to 100%. A brick is totally opaque and is 0% transparent.

## Speed of light

A measure of the refractive index of a material. Light is actually slowed down when passing through a transparent material; the values are very sensitive and you will need to experiment to find the right settings for glass or water – check the example materials for starting points.

## Turbidity

Think of a frosted glass window which is "dimpled" so that although light passes through, a clear image cannot be seen. The turbidity index is a measure of how disturbed the light passing through the material will be. Look at the fog object as an example of a turbulent object.

## Specularity

A metal sphere will have a circular area of



brightness on its surface – the size of this circular area gives us a clue as to the material. The smaller the circle, the more smooth, hard and shiny the object appears. A larger circle makes the object look dull.

## Specular brightness

The colour of the specular pattern on an object provides it with other clues as to what the object is made from. Balancing the specularity and specular brightness is the key to obtaining accurate representations of metals.

## Bump height

When a bump map is being used, this setting controls the apparent height of the bumps. It can be set to negative values for recesses instead of bumps.

The other material controls are used to control the use of "maps". The material's "picture" is the image map (for example, a drawing created from *Deluxe Paint* or *Personal Paint*) which will appear on the object's surface. The marble material has a picture of coloured swirls which look like marble. You are free to draw or scan in your own pictures and apply them to objects.


You can select how the image is to appear (is it a simple rectangle, like the image on a TV screen, or is it to be wrapped around a sphere?) and whether it is to be tiled (that is, repeated several times around the object). If you want the image map to act as a bump map, make sure the BUMP button is active.

Notice the button marked "infinite" – it is an easy way to create a floor or ground in your scene.

This is the same sphere, but copied eleven times and given a different colour and different characteristics in each copy. The colour coding works like this:

Red	=	Specularity altered
Green	=	Transparency altered
Blue	=	Brilliance altered
Magenta	=	Turbulence altered

I strongly recommend that you create and render your own simple models like this, because it will help you visualise how altering each property will affect the finished material.

As well as these optical properties, you can map an image other than the sphere and see how this changes the appearance. For example, a polished marble sphere will have a marble image mapped around it, but will also have a high brilliance factor and high specularity. 

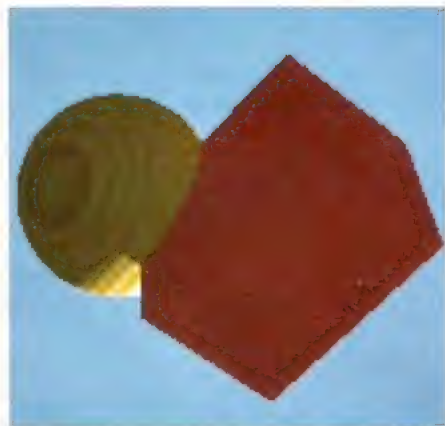






Here only the simplest of textures are used - wood for the base of the chess board and a chequered pattern for the black and white squares. Adding a marble texture to the playing pieces would be the next stage in adding realism.

## Cutting Example:



Here are the two objects - a wooden sphere and a red plastic cube - before any Boolean operations. The objects are overlapping.



Using the normal Boolean operation "AND NOT" with the Cube selected first (making it the tool) and then the Sphere, you can see that a sharp corner has been cut out of the Sphere. However, inside the sphere is still wood coloured.



With the "AND NOT with paint" Boolean operation, the red plastic material from which the Cube tool was constructed has left a coating inside the Sphere.

## COMBINING MATERIAL OBJECTS

Remember that if you create a root object which contains other objects, then altering the material of the root object will affect all those objects underneath. The golden rule is to always plan your objects carefully.

Special effects are possible when using the special Boolean Logic functions. We used the Boolean operators last month to cut a slice of one object out of another. If the Tool object has a material, then the hole it leaves will also be coated with the tool's material.

## EXAMPLE PHYSICAL PROPERTIES FOR CERTAIN MATERIALS

	Fog	Glass	Mirror	Matt Glass	Plastic
Brilliancy:	100	100	100	0	0
Transparency:	100	100	0	100	0
Speed of light:	100	64	98	98	100
Turbidity:	20	0	0	0	0
Specularity:	0	0	0	0	80
Spec. Brightness:	50	0	0	0	20



# Amiga.net

## Making the Most of the Web

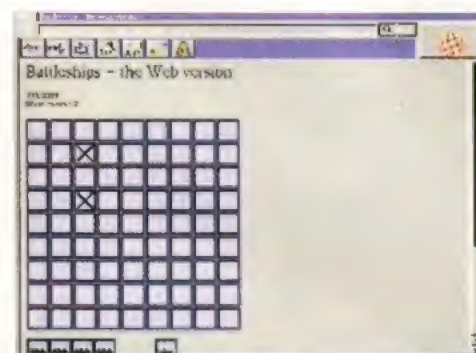
**Darren Irvine** takes a look at what you can actually use the World Wide Web for – other than as a pretty tool to impress your non-Internet mates.

One of the first applications that most people seem to install after getting an Internet connection is a browser for the World Wide Web such as AMosaic. Sure enough, the Web is currently the most hyped aspect of the Internet in general and AMosaic is certainly one of the nicest Amiga Internet applications to look at.

However, many people never seem to get

beyond the "playing about with it a bit" stage with the Web and seem unaware that as well as being an extremely intuitive system to use for merely looking at pictures and reading "humorous" home pages, a Web browser can in fact be one of the best ways of accessing the Internet in general.

This month we take a look at some of the applications that are available via the Web.



Using AMosaic to access GopherSpace.

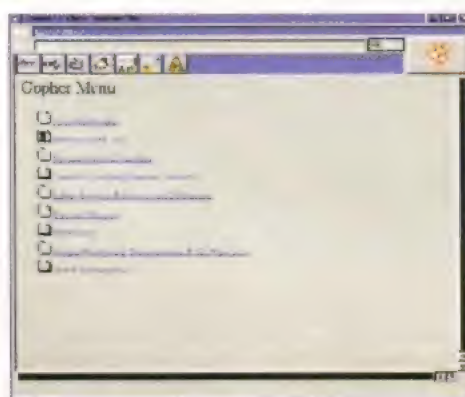
### TAKE A STEP BACKWARD

As mentioned in last month's Amiga.Net (what do you mean you haven't read it? Shame, shame, shame on you), accessing other more primitive Internet tools using AMosaic is trivially simple.

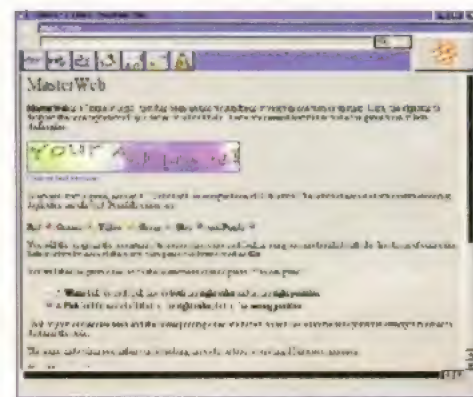
For instance, to access a gopher site at "gopher.somewhere.com" simply access the following URL using AMosaic:



The ever popular Yahoo Web page. Note that information is arranged hierarchically, but you can also enter a search string.



In this case, I've searched Yahoo for the words Amiga Format and the results have been returned as a standard Web page.



Clicking on the first hit returned by the Yahoo search takes us to our own glorious Web pages.

### RUMOUR MILL

Fidonet currently seems the place to be for half-truths, scurrilous underhanded dealing and outright lies. Even fellow AF contributor John Kennedy has come under attack recently despite the fact that he has been out of the country. John asked readers of the COMMS MAGS echo if they had

any information that they would like to contribute to an article regarding new Fido echos.

Some information was duly offered to John, who then proceeded to use said information as promised in the aforementioned article. This then incurred the wrath of the information donator, who accused John of "stealing" his ideas.

Rumour Mill can only offer John the advice that next time he may as well go ahead and pinch the information, rather than doing the decent thing and asking for it...

Self-proclaimed "Aussie- nuisance" Matt T. T. Bettison has also been rearing his ugly head in Fidonet's fair climes recently. Having secured a post at a rival Amiga magazine, Matt has been

making sure that no one in the AMIGA MAGS echo is in any doubt as to his exalted "professional journalist" status. He is also of the opinion that it is his publication, rather than AF, that is the "biggest selling Amiga magazine in the world at this time". What time was that exactly Matt? Perhaps 3:30 in the morning when sensible Format readers are sound asleep.





Play Mastermind in the reassuring comfort of your own Browser.

[gopher://gopher.somewhere.com](http://gopher://gopher.somewhere.com)

In a similar way, you can directly access Archie servers and FTP sites using AMosaic with URLs in the following formats:

[archie://archie.address.wherever](http://archie://archie.address.wherever)

and

[ftp://somesite.onthe.internet](http://somesite.onthe.internet)

## FINDING WHAT YOU'RE LOOKING FOR

AMosaic also provides some extremely intuitive systems for performing searches across the Web itself and further out into other areas of the Net. One of the best known search systems is called Yahoo and its URL is:

<http://www.yahoo.com>

Note that you will need to have the latest version of AMosaic (2.0beta, otherwise bizarrely known as 1.4) to be able to use any of the systems mentioned here, because this is the first version of AMosaic that makes any attempt at supporting Web forms.

Yahoo is basically a massive hierarchical index of just about every page on the Web, with a forms based search-engine tacked on. Using Yahoo couldn't really be any simpler – you just enter one or more search keywords into the box provided and click on the "Start Search" button.

The search engine running on Yahoo's server then has a look at every item in the Index and compiles a list of any containing the word or words that you have specified as your search criteria. If any matching entries are found, these are returned to you in the form of a standard Web page, allowing you to jump to the relevant pages by clicking on their links in the normal way.

Although WAIS is one of the most popular Web search tools, there are others that may be able to locate things not covered by Yahoo. Try either of these as an alternative:

### WebCrawler

<http://www.webcrawler.com>

### SavvySearch

<http://www.cs.colostate.edu/~dreiling/smartform.html>

This is one of the more interesting recently developed search systems. Instead of having its own database, SavvySearch instead relays any search words to about 15 other search



More phone-bill charged fun in the fine form of Web Battleships.

engines including Yahoo, Lycos, WebCrawler and GNN.

## WAIS AND MEANS

WAIS (Wide Area Information Server) databases are "full-text" databases, which means that instead of only being able to search on certain key-words, or on titles, you can scan the full body of text of every article stored in a given database. For example, if you were looking for a book in a bibliographic WAIS database, but you couldn't actually remember the name of the book or even its author, then you could search for the name of one of the characters in the book.

WAIS databases cover a huge range of subject matter, from South American Rain Forest data to Premier League Football teams, and using the Web to access WAIS makes navigating one or more (or even all of them at the same time) WAIS databases extremely simple. One of the best starting points for using WAIS on the Web is to visit the main site at:

<http://www.wais.com>

If you're trying to find out any sort of information using the Internet as your tool, then using WAIS in conjunction with a Web search system, such as Yahoo, will almost certainly help you find what you are looking for.

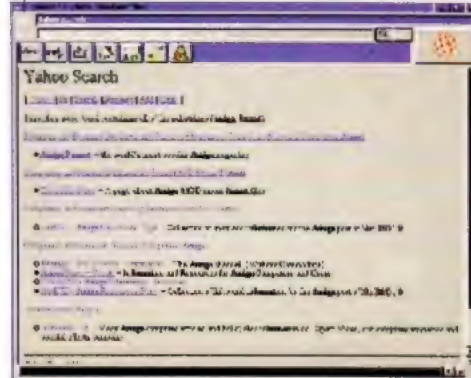
## GAMES ON THE WEB

If you feel like running up your phone bill for no good reason, then you'll also be able to find lots of ways of amusing yourself using the Web. There are a wide range of Web-based games available and here are just a few:

### MasterWeb

<http://imagicware.com/masterweb.cgi>

This is a version of the old favourite



The Web Rally – really only for those with several weeks to kill.

"Mastermind" and is played using exactly the same principles as the original, except, of course, that there is only one player.

### Battleships

<http://manor.york.ac.uk/htdocs/bships.html>

On a similar 1970s-plastic-board-game tip to MasterWeb, you can now play that old favourite Battleships on the Web against a computer opponent. Note that, as with many Web games, you'll really need a 28K8 modem connection here since there are a lot of graphics involved.

### Drool

<http://www.mit.edu:8001/afs/athena.mit.edu/user/3/b/jbreiden/game/entry.html>

There are also a great many MUDs, MUCKs, MOOs and MUSHES available via the Web.

One of the most bizarre is Drool – if you have no respect for your sanity check it out. The URL alone is pretty staggering.

### Web Rally

<http://inls.ucsd.edu/y/OhBoy/Rally/>

If you fancy a bit of a challenge and something to really run up your phone bill, why not try one of the Web Rallies. Bear in mind that you'll have to like trivia quizzes to enjoy this.

So, as you can see, using AMosaic can be more than just linking from one boring page to another and can actually provide some sort of justification for having an Internet account in the first place.

New additions are being made to the Web continuously and, no matter what your particular field of interest, you'll almost certainly be able to find something on the Web to suit your tastes.

Of course, when using the Web a lot, the next thing you're going to have to justify is a whopping phone bill.

## WAIS SITES ON THE WEB

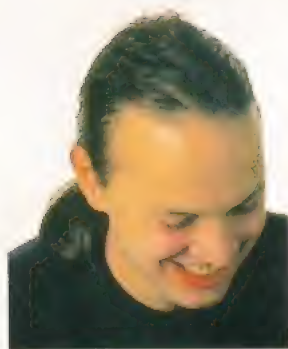
Here is a short list of a few interesting WAIS servers that are available via the Web. The range of subject matter covered by these sites is huge and many of them have cross-links to other WAIS resources.

<http://www.ffa.ucalgary.ca/citt/clbd/wais.html> <http://east.isx.com/wais/wais.kcilink.com>  
<http://www.biodata.com/wais/twilight.com:2229> <http://wais.greatcircle.com/>  
<http://www.wais.com/wais/wais.morningstar.com/> <http://www.sco.com:210/info-tools>  
<http://austin.apple.com/wais/www.info.apple.com/> <http://wais.digital.com/> <http://ftp.digital.com/>  
<http://www.sgi.com/tech/Wais/comp.sys.sgi.archive.html> <http://www.funet.fi/FUNET-english.html>  
<http://www.monroe-inst.com/wais/ctulhu.control.com/> <http://dowrvision.wais.net/>  
<http://www.ra1.com/~Resea> <http://www.cris.com:210/cris.sprintnumbers> <http://www.italy.eu.net/>  
<http://wais.eunet.es/> <http://www.eunet.ch/> <http://www.intac.com/> <http://nysernet.org/>  
<http://ftp.oar.net/>









# Mailbag

Send your letters to: Letters To The Editor,  
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

## PINBALL DISILLUSIONS?

We are a small independent software developer currently marketing Pin-Ball "PRELUDE" for AGA magazines, (see our ads in AF's "Market Place" pages).

What we want to know is what Amiga buffs really want – then we'll do our best to produce it. Readers can write to us (keeping it brief) at: Effigy Software, 2 Manor Close, Ruskington, Sleaford, Lincs, NG34 9HL.

Ian Jenkins  
Lincs

*Well, we wish you luck and look forward to seeing the results of your labour. I'm sure the loyal Amiga following will give you all the advice you could ask for.*

## SPOILSPORT

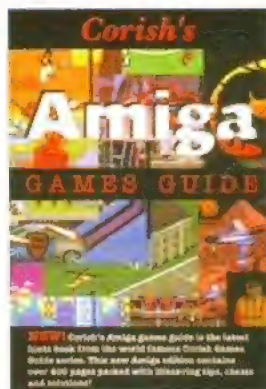
I'm writing to inquire as to when you intend to publish the next edition of Amiga Games Guide. Presently, I make regular use of the tips and cheats made accessible in the First Edition.

But over the past few months I have purchased a number of games for my grandchildren to make use of and, unfortunately, the required information on (tips/cheats) is not enclosed, so I would be appreciative if you could give this letter your attention.

William J Justin  
N. Ireland

*Well, you could at least try to play the games for a bit before you resort to cheating, couldn't you? There will probably be another Amiga cheats book, but not for a while yet (have you tried the recent Corish book, recently published and in the current AF mail order section?). To make it worthwhile there have to be sufficient new cheats to make a book out of for a start.*

*In the meantime, if you are stuck on specific games, why don't you write to Helping Hand at the usual Amiga Format address. If you have Internet access, you can also contact the huge database of tips on-line at the Amiga Format home page:*



The most current Games Guide, but, obviously, already out-of-date for new games.

<http://www.futurenet.co.uk/computing/amigaformat.html>.

## FEELGOOD FACTOR

Amiga Technologies makes its first positive move with the new packages for the A1200! This is the sort of thing that Commodore of old was good at and Amiga Technologies looks set to continue the trend.

High-quality, user-friendly, efficient productivity software such as this will really help to make the £399 A1200 much more competitive against the PC deals

**Continued overleaf →**

## POCKETFUL OF KRYPTONITE

James Constable  
Scotland

Just a few words from me to show users of those bizarre machines, PCs, that the Amiga is a superior machine. If this was not true, would the producers of the TV show *The Krypton Factor* have selected the Amiga for use in the final round of the show (I'm sure I was not the only one to spot this). One other thing, how did they get hold of four A1200s?

Craig Charlton  
North Yorks

I know that Amiga Format gives out prizes for spotting Amigas on the telly programs, so I thought I'd write in. I saw four Amiga 1200s on *The Krypton Factor* on 11/9/95. They were using them for the end game where the contestants have to crack the letter code to write the words. If you need an idea for a prize, I wouldn't mind *Super Skidmarks 2*.

*One of the joys of being the Editor of the world's biggest selling Amiga magazine is that you don't get to watch any television. Certainly not any TV before 10pm anyway, so I'll have to take your word for it.*

*I am not entirely sure where they got them from – maybe one of the earlier challenges was that the contestants had to sort out a manufacturing deal for components in the Far East and assemble the machines themselves before the end of the program.*

*For the last time of saying, we aren't giving out prizes for Amigas on the telly. There are just a few too many of them.*

*Try spotting some in the movies – that we might be interested in.*

## The Gallery



### SLOSHED

*Created by Jason Jondache from Lincs.*

You might call us slushy, sentimental suckers, but when this image dropped into the office mail bag, we just couldn't resist shouting: "Aaawwww, that's so cute". Congratulations to Jason for this terrific image. A clear-cut winner in anyone's book.





READERS' LETTERS

DECEMBER 1995

126

Apart from Whizz, the contents of the Amiga Magic bundle seem to have gone down well with our readers.



on offer. Whereas an equivalent software package for the PC would cost hundreds of pounds and run under a vastly inferior interface, the Amiga does it all in under £400. To just buy the Operating System Windows 95 and the Microsoft Office package would cost £390.

On the games front, including *Pinball Mania* is pleasing as I believe that this is the fourth instalment of the highly successful *Pinball Dreams*. But why choose Whizz? If this is the same Whizz that has the isometric playfield and ludicrous short time-limits, then Amiga Technologies should have done better. *Colonization*, *Virocop*, *Fears*, or *Alien Breed 3D* would have all been much better options.

I read this information from your section on FutureNet and must say that, as a newcomer to the Internet, I have been very impressed by the quality of information available. On which page are your latest Gallery pictures and PD software available?

Sam Smith  
Shipton, N. Yorkshire

Thanks for those comments. Amiga Technologies apparently had strict limitations on what could be included in the pack – they wanted AGA-only games and ones which hadn't been previously released. Obviously this restricted the choice a bit.

The Gallery pictures are in the area cunningly marked "Gallery" on the main page. There is a selection of PD software from our pages in the area marked "PD zone".

### CONGRATS ON A MENTAL MAG!

I have just upgraded from an A500 to an A1200 with an Apollo accelerator with a 33MHz FPU. I would love to hear from any readers who are into *Imagine* 3D raytracing package (a most generous giveaway on issue 53 by our friendly AF team).

Sadly, I cannot find the whereabouts of an FPU version though. I have now become a serious 3D tracer and am dead interested in lively correspondence with any *Imagine* users (especially *Imagine* 2.9 & 3.0) – home or abroad.

If you are interested, can advise me of my problem, or would like to simply swap ideas and projects, then don't hesitate – write today; reply guaranteed. I await in suspense. Oh... yes that means you need to start pushing pen or keys, a reply is needed. Now.

Neil,  
Flat 4A  
239 Selhurst Rd  
South Norwood  
Croydon, London SE25

We did send out copies of the FPU version of *Imagine* for as long as we could, up to about 18 months after the disk appeared, to anyone who asked for them. If you didn't ask, then you have only yourself to blame. However, there are some projects in the pipeline which may be of interest, so watch this space.

### WINNER!

We are pleased to announce the winner of our "write a letter in the style of *Amiga Power*" competition.

Do you wear women's clothing? I do. So does my dog. Milky milky. Lovely.

Did you see *Whose Line Is It Anyway* last night? You know that Clive Anderson. That's you, that is.

Should I swap my mother for a PC, or stay with the Amiga? Can you perform a deadswap operation using a blow torch, three bananas and a grapefruit? Do you read MAX POWER?

Do you think Jim Blackstock is sexy? We do. Who is Jim Blackstock you may ask? (Aka Auntie Jim). He is my pet jock strap. So there. Bye.

Anon

Thank you for that. Please send us your address so we can forward you your much deserved kick in... er, your "prize". Next month, you must write letters "in the style of Medhi Ali apologising".

### HELP ME IF YOU CAN

I need help! My Amiga CD32 is currently kaput. I cannot find anyone to fix it. I know that there is a shortage of spare parts, but surely somebody on this rock can repair it. I have even been knocked from the warranty people who no longer do chargeable repairs. If I



If you are hoping for an FPU version of *Imagine 2*, you'll have to wait a bit longer.



### BATMAN FOREVER

Created by Trevor Hall from Middlesex.



### AMITY

Created by Barri Scott from Cumbria.



### MAGCOVER

Created by Jason Jordache from Lincs.



## INGENIOUS IDEAS

I have some ideas for a possible A1200 HD bundle. I think it should certainly include *Directory Opus 5* (or at least version 4 – if they included version 4 it would be good publicity for GP soft to illustrate the advanced features on offer in the new package).

These days having a great file directory program is more of a necessity, than a luxury. If a commercial one isn't available, *SID 2* would suffice. Another program worth considering is *Disk Expander*.

The compression this program offers (nearly doubling the size of the hard drive), makes it a worthwhile inclusion, although it does run slower with no Fast RAM. *Hyper Cache 2* could work hand-in-hand with *Disk Expander*, speeding up the hard drive, while retaining the excellent saving in HD space.

Escom could include the Public Domain *EPU Hard Disk Stacker* in place of *Disk Expander*. In fact, it would be a good advert for Public Domain software. Other PD programs such as: *Re-Organizer v3.11*, *Disk Saver v2.31*, *Tools Daemon v2.1*, *Magic Menu*, *Magic Workbench*, *Super Duper v3.13* & *Fast View* could be included as well. *Fast View* is certainly much better than *Multi-view* and even supports GIF and JPEG formats.

On the games front, *Fears* definitely warrants a place in the package. A lot of people bought a PC to play *Doom* – it's amazing how a brilliant game/application (coupled with good advertising) can really sell a computer.

*Fears*, show that the Amiga is capable of producing games which are as good as the ones that are available on the PC. *SWOS* and the soon-to-be-released *Star Crusader* are also worth including and maybe a quality platform

game, such as *Super Frog* or *Flashback* (which I think is still one of the best ever games on any format), just to give some indication of the diverse spectrum of Amiga games that are available.

Why doesn't someone get all of the great Amiga adventures and put them together on one CD. They could include: *Beneath A steel Sky*, *Monkey Island 1&2*, *Indiana Jones & The Fate Of Atlantis*, *The Legend Of Kyrandia*, *Lure Of The Temptress*, *KGB*, *Simon The Sorcerer*. And maybe even include the soon-to-be-released *Flight Of The Amazon Queen* (which looks like being a brilliant game).

I would just like to say I agree with Gideon Cresswell's point (*Amiga Format* issue 77), that it is intolerable that the majority of games aren't HD installable. I just want to let him know that there are two disks that contain installers for *SWOS* and *Mortal Kombat 2* available from Active Software (see advert in *Amiga Format*). You will, however, need 2Mb chip RAM and 4Mb Fast RAM to run MK2 from HD, because it copies all the program data directly to RAM and it is infinitely more playable than the floppy disk version.

I have a tip for those people who have an A1200 and CD32, and connect them together in order to use PD CDs. The quickest way to extract data, is to use "win" (from the Network CD). As most of the data stored on the CD is in compressed form, copy it over to your RAM



Directory Opus 5 had a mixed reception, but should Opus 4 have been a contender for the Amiga Magic bundle?

disk or HD and decompress it later. Since decompressing the data directly from the CD using "SNET" takes ages, you can decompress the data easily if you have *Opus*.

If the file is compressed by 'DMS' (as most are), select RAM disk on the left side and where the file is stored on the right-hand side. Drag the file over from right to left and, if you have 'DMS' in your 'C' directory, you will be asked to insert a floppy disk. The file will be decompressed, but you have to ensure you have 'DMS' in your 'C' directory.

One last thing: doesn't the ZIP drive look just great?

Paul Giles  
West Sussex

There are certainly some good ideas here. As I said before, Amiga Technologies had given themselves some very strict rules to work within and I don't think they would have been happy including shareware in the bundle, but it's perhaps something to think about. Thanks for the tips, there's a sweatshirt on the way.

don't get it repaired soon I'll have to dig out the dreaded and very dusty ZX81.

Mr T Smith  
Witham, Essex

We are not currently aware of anyone who repairs CD32s, but calling on of our advertisers who repair A1200s might yield some results.

### BBS PLUG

I run a Bulletin Board called Magic Mushrooms which I have advertised in an Amiga magazine.

I was wondering if it would be possible to put my BBS in your magazine for all your readers to see.

I can't afford a proper ad, so I thought I'd try via the Mailbag?

My details are:  
BBS: Magic Mushrooms BBS.  
SYS: Simba.  
HOURS: 24 hours.  
SPEED: Up to 28.8K.  
RATIOS: NONE.  
NUMBER: +44 (0) 1889 579854

We have over 25,000 files available via the CD-ROMs which include AmiNet A,B,C

and D, Euroscene 1, Weird Science and CDPD.

We have our own Mail Network called MUSHY NET which is connected to other BBSs around the UK and The Isle of Man.

Why not give us a call and experience us for yourself?

Simba  
West Midlands

No you can't you cheeky devil. Why should you be allowed to advertise for free? I've never heard anything so shameful in all my life.

### WINDFALL

I recently received the October issue of *Amiga Format*, but the strange thing is, I never ordered it or took out a subscription. It is the full subscription copy, complete with Subscribers' Superdisk. I am at a complete loss as to the explanation of this and wondered if you could shed some light on to what is fast becoming a puzzle.

The only thing I can think of is that a few months ago I sent some IFF files for inclusion in the

Gallery and perhaps it is your policy to send a copy of *AF* to all contributors, whether their work is published or not.

I would be grateful if you could solve this mystery for me, even if the answer is elementary, Dear Nick.

D.B.Gregory  
Blackpool

The great gods of mailmerging must have smiled upon you. No, unfortunately, we do not print enough copies of the magazine to give one to everyone who writes in. If I were you I'd say nothing about it and hope the evil Special Accounts Militia don't come round your house demanding monies.

### REASONS TO BE FEARFUL

After reading your glowing review of *Fears* in the October issue of *Amiga Format*, I decided to go out to my local branch of GAME and purchase a copy.

Surprisingly, I found it was nowhere to be seen. Then, having asked the assistant, not only was I told that they did not have a copy,

they also said it had not been released yet and they did not know when it would be released. Yet in your review it says that it is already out.

Please could you tell me where I might be able to get a copy from and will I be able to run it on my standard A1200?

Adam Sammons  
Staffordshire

The game was due out as we wrote the review. Sometimes there are distribution difficulties and so forth, but if your local store didn't even know it was coming out, I suggest you tell them to get their act together.

Whilst we are on the subject of *Fears*, it has been brought to my attention that someone writing for another magazine has posted messages of Fidonet saying we reviewed a demo version of the game. This is an outright lie.

One of the problems with the Internet and newsgroups is that it would be difficult and costly to sue anyone under current laws of defamation, so this is where the untrustworthy like to pedal their wares.







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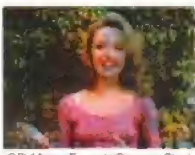
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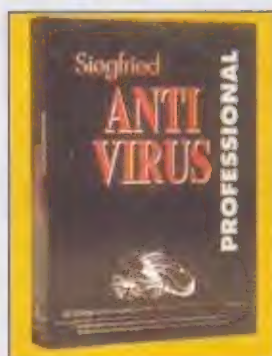
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Save £5 on one of the best virus checkers available. SAP will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. SAP works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in AF72, SAP scored an impressive 81 per cent and was described by Nick Veitch as: "Possibly the most thorough virus protection system for your Amiga".

**NEW!**

Description	Siegfried Antivirus Professional		
Order code	AMFVIR	AF Price	£34.99

### The Serial Killers



Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And Amiga Format can bring you that experience with this specially selected pack of three of the best-ever serial link games – all for under £30.

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**NEW!**

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### Directory Opus 5

Save £10 off the recommended retail price of one of the most useful and time-saving utilities for your Amiga. Directory Opus 5 (AF72, 95%) more or less replaces your Workbench and makes many of those file management tasks much easier. An essential utility for the well-organised Amiga.

**NEW!**

Description	Directory Opus 5		
Order code	AFOPU	AF Price	£49.95

### TV\*Text Professional V2

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Description	TV*Text Pro		
Full Package	AFTVTF	AF Price	£89.99
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### Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The Turbotech Clock Cartridge simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
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## Personal Paint 6.3 and Personal Fonts Maker 2



Take advantage of our very special AF mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.  
*Personal Paint* is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.  
*Personal Fonts Maker* offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

**NEW!**

Description	PPaint 6.3 & PFonts Maker 2		
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## Music-X 2



This sequencer package, (85%, AF60), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

**SAVE £100**

Description	Music-X 2	EVEN LOWER PRICE	
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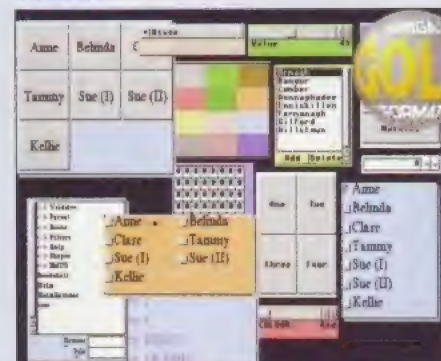
## Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat
Order code	AFMM
AF Price	£12.99

## Helm



A true multimedia authoring system, *Helm* earned 91% in AF53. Create image editors, databases, information managers, or educational courseware. *Helm* is an authoring system and a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm
Order code	AMF503
AF Price	£99.95

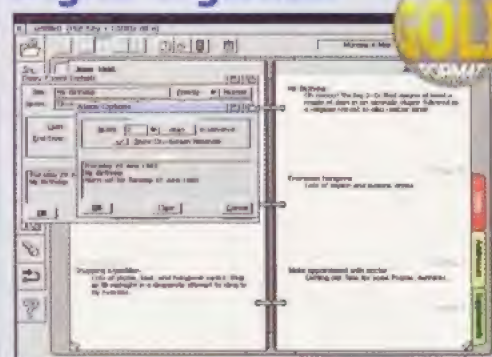
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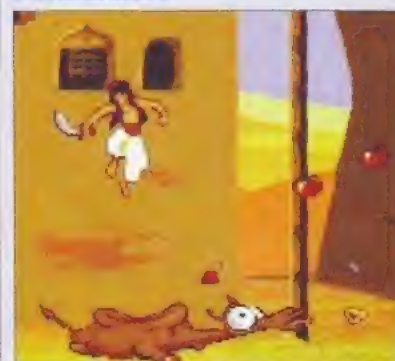


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**NEW!**

Description	Digita Organiser
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## Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format Gold* award in AF66. And now *Aladdin* can be yours for £10 off the RRP. AF games editor Stephen Bradley was so enchanted by *Aladdin's* spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".  
 ● A1200 only

Description	Aladdin
Black code	AFAL
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## Communicator III

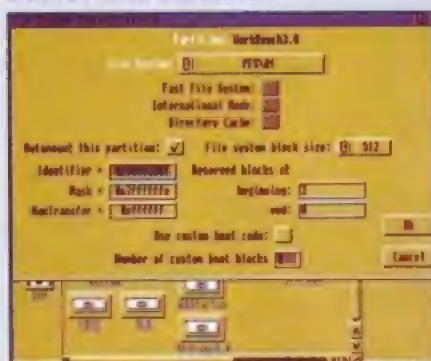


If you have a CD<sup>32</sup> and an Amiga with *Communicator*, you can use your CD<sup>32</sup> as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

**Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.**

<b>Description</b>	<b>Communicator III</b>		
<b>Order code</b>	<b>AMF505</b>	<b>AF Price</b>	<b>£69.99</b>

## Ami-FileSafe

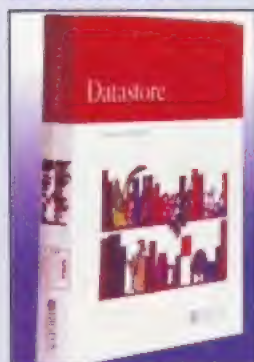


The new standard filing system for the Amiga. Not only does Ami-FileSafe achieve greater speed and efficiency than FFS, it also brings the extra security of a filing system that can survive Guru meditations and crashes without causing disk block errors.

**NEW!**

<b>Description</b>	<b>Ami-FileSafe</b>		
<b>Order code</b>	<b>AFAFS</b>	<b>AF Price</b>	<b>£69.75</b>

## Datastore

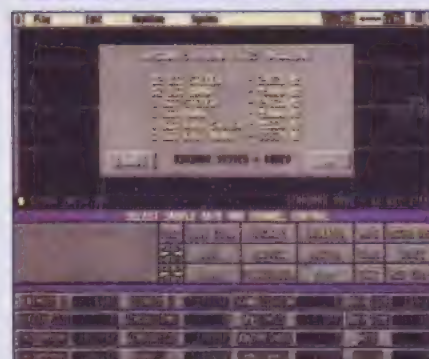


The full version of our tremendous AF68 Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format Magazine Guide*. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

<b>Description</b>	<b>Datastore</b>		
<b>Order code</b>	<b>AFDAST</b>	<b>AF Price</b>	<b>£49.99</b>

## TechnoSound Turbo Pro



The latest version of this brilliant sampling software was reviewed in AF76. It's fast enough to produce samples at higher-than-CD quality and has more than enough features for most beginners. If you want to get into sampling, this is the one.

**NEW!**

<b>Description</b>	<b>TechnoSound Turbo Pro (8-bit)</b>		
<b>Order code</b>	<b>AFTTP</b>	<b>AF Price</b>	<b>£29.99</b>

## Tiger Cub Manual



To get the most from your excellent *Tiger Cub Coverdisk* (AF66), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

<b>Description</b>	<b>Tiger Cub Manual</b>		
<b>Order code</b>	<b>AFTCM</b>	<b>AF Price</b>	<b>£9.99</b>

## PageSetter 2: The Manual



To enjoy the full benefits of the brilliant AF63 *PageSetter 2 Coverdisk*, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

<b>Description</b>	<b>PageSetter 2: The Manual</b>		
<b>Order code</b>	<b>AFM/PSM</b>	<b>AF Price</b>	<b>£9.99</b>

## A500+ And A600 1Mb RAM



A600 version shown

### Upgrades

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not upgrade at this low price. These boards for the A500 Plus and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

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## Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, AF49) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk*.

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<b>Order code</b>	<b>AMFDSD</b>	<b>AF Price</b>	<b>£12.99</b>



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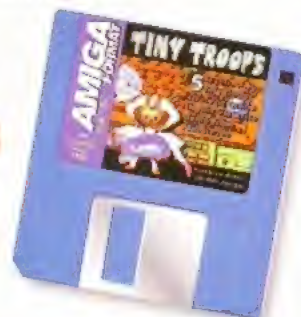


## Real 3D Classic

The full *Real 3D Classic* package that will let you create some incredible rendered images on even a 1Mb Amiga.

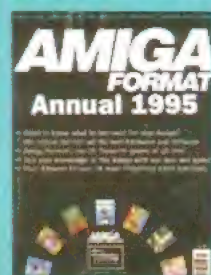
## Tiny Troops

An exclusive demo of *Tiny Troops*, a game described as a cross between *Lemmings* and *Cannon Fodder*.



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This magazine was written by various Amiga games experts and carries comprehensive reviews of the very best available on CD. The mag has a Coverdisk packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD<sup>32</sup>. Essential!

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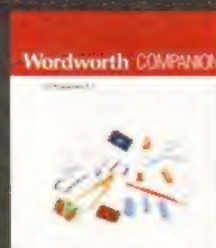
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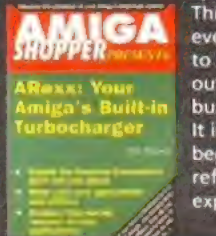
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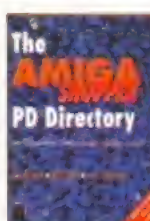
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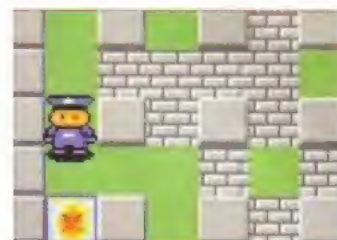
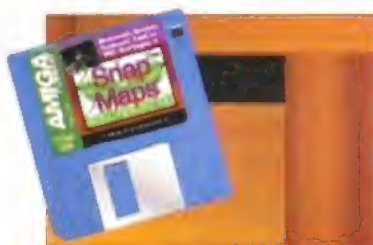
137

DECEMBER 1995

**AF**  
**SPECIAL OFFERS**



# AMIGA FORMAT COVERDISKS



Six of the best modelling tools from the *Snap Maps* collection, plus three more programs are crammed on to this disk.

Bomberman is back with a vengeance. Two to four player mayhem in this brilliant demo from Leading Edge.



## Blitz Bombers

All you've got to do is bomb your way through to an opponent and blow the hell out of them.



To avoid getting blown up in *Blitz Bombers*, hide around the corners where the bombs can't go.

Er, there's not much to say really. Get some mates round. Plug in a couple of joysticks and start the game. You must each press fire when the game gives you the choice of players in order to activate your player.

Then you'll find yourself in the middle of a cute-looking garden. All you've got to do is bomb your way through to an opponent and blow the hell out of them.

To place a bomb, press fire and then run away. The bombs have a timer of a few seconds before they blow. Be careful so that you don't stay in the path of the explosion, because you'll blow yourself up. To avoid this, hide round a corner – the bombs can't go round corners.



## David Taylor introduces the four demos and games on offer on this month's stunning Coverdisk: *Blitz Bombers*, *Master Blaster*, *Blob Kombot* and *Thinkamania*.



We felt sorry for those of you who haven't got an AGA machine, so we tracked down *Master Blaster*.

When some of the blocks are blown up, you'll find that they reveal power-ups. Needless to say, grab them.

There are other weapons too and the game can be fully configured from the options screen. That's it, really, you'll pick the rest up as you go along.

### Master Blaster

We felt sorry for those of you who haven't got an AGA machine and can't play the *Blitz Bombers* demo, so we tracked down this PD *Bombberman* game. The idea behind it is pretty similar to *Blitz Bombers*, although not as colourful, or as complex (if *Bombberman* can ever be called complex, that is!). This game will play on any 1Mb Amiga. It's a game for two players and is just a case of plugging your joysticks in and bombing away.

### Blob Kombot

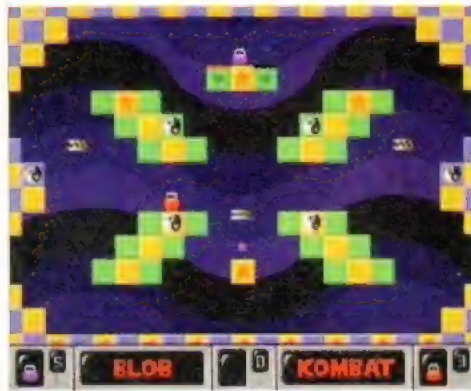
This game is another one for AGA owners. Two players take command of the cute blobs and chase each other around the screen across the platforms, trying to jump on each other's heads. Obviously, pounce on your opponent and they lose a life. There are doors on each side of the screen to allow you to jump to the other side.

There are also power-ups lying around, which give you different abilities – one of the best being the wings, because you can just fly over your opponent and drop on them. Notice also that the floor is a conveyor belt which makes it harder to navigate.

If you like the game, you can obtain the full game with more levels from the authors whose address is in the docs.

### Thinkamania

Here's one to test your brain. It's a simple, but addictive game which gets you trying to match pairs of cards. You can play solo, or against an



Two players take command of the cute blobs, chase each other and try to jump on each other's heads.

opponent. All you have to do is remember where identical cards are and pair them up.

The graphics are colourful and the sounds will raise a chuckle or two. When you start the game, you'll be asked about the chosen screenmode – you can simply use the one that's selected, or change it if you have a suitable monitor. Remember that although this game isn't restricted, it is shareware – if you like it, send off to register to the authors named in the docs.

Snap Maps overleaf →



*Thinkamania* is a simple, but addictive game which gets you trying to match pairs of cards.

## PLAYING THE GAMES

If you've got a WB1.3 machine, all you have to do is boot the disk and *Master Blaster* will load. If you have a Workbench 2 machine, there are more choices. You can play *Blitz Bombers* (if you have an A1200), *Master Blaster*, *Blob Kombot* (A1200) and *Thinkamania* (WB2.1+).

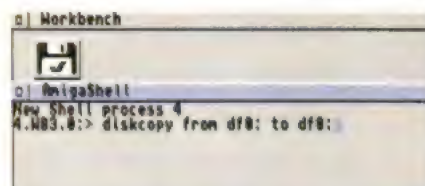
The first three can be selected by pressing 1, 2, or 3 at the menu and then <return>. *Thinkamania* (WB2.1+) can be loaded from Workbench. Boot Workbench first and then insert the game's disk, double-click on the *Thinkamania* directory and the game icon. *Blob Kombot* can also be loaded from Workbench if you have an A1200 and sufficient RAM. The docs for the games can be read from Workbench.

## BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

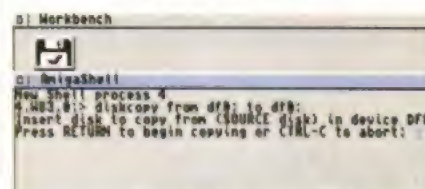


**1** Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

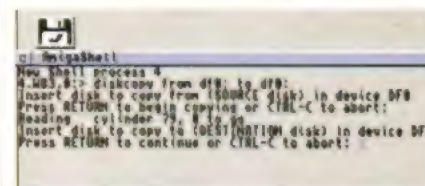


**2** Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

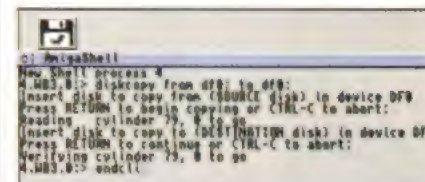
DISKCOPY FROM DF0: TO DF0:



**3** When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



**4** Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



**5** On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type `endcli` to close down the Shell.

## DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk)  
Disk, DisCopy Labs Ltd, PO Box 21,  
Daventry, NN11 5RT





This month's disk contains six of the best from the *Snap Maps* collection. These essential additions to any 3D users tools are topped off with a guide to Workbench 3, a morphing program and a text editor. **David Taylor** introduces the throng.

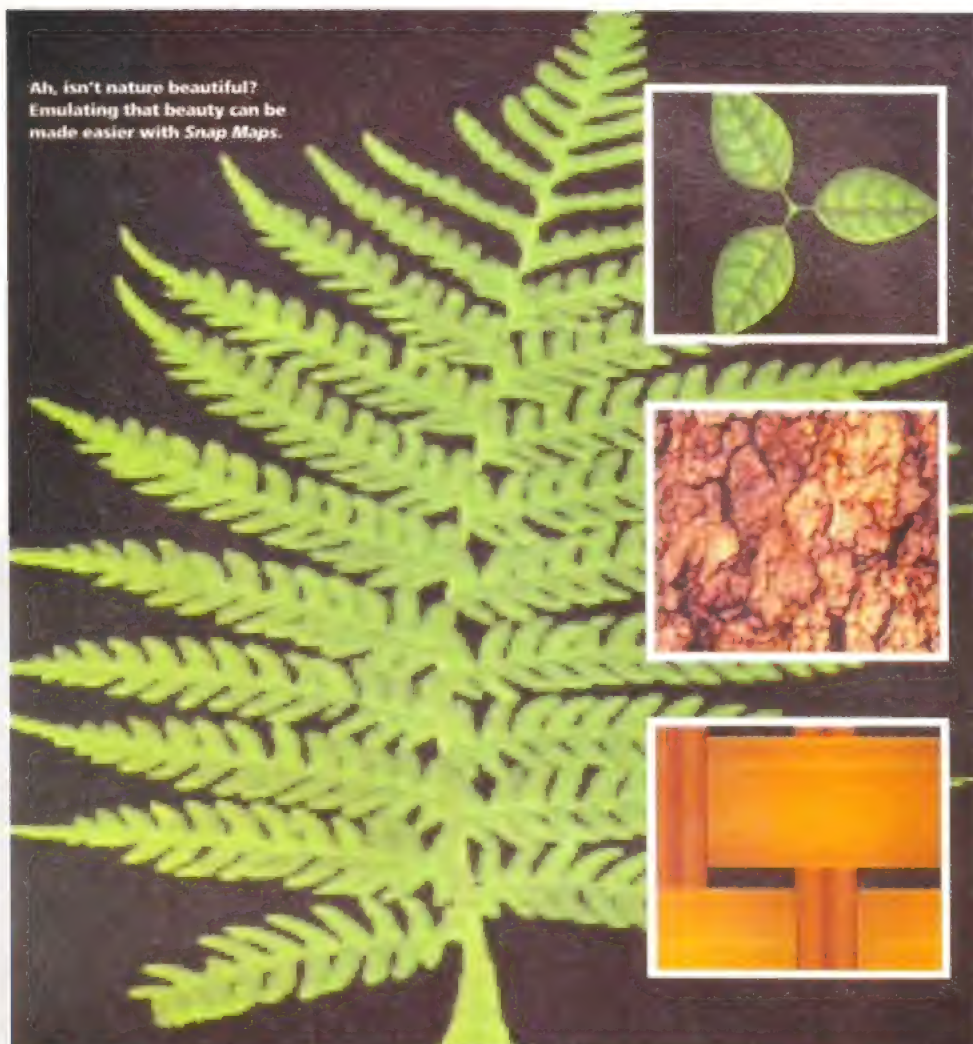
## Snap Maps

This month's disk contains six textures and bump maps with clipping paths taken from the *Snap Maps* collection, which is reviewed on page 108 in this issue. These can make producing convincing 3D images easier than ever before. Creating fern plants, wire fences, wicker slats and bark-covered trees is now possible.

On the Coverdisk itself, you'll find a directory named SnapMaps. Inside, there are two subdirectories - foliage and materials. These are picture files, so you should load them from an application - they are not executable items. These textures are for use in 3D programs. The six Snap Maps included are: bark, fern, threeleaves, chainlink, net and wicker. Some of them have different colour maps for different uses.

The colour maps and bump maps have been converted to JPEGs in order to fit them on to a single disk, so you do need to convert them back

Ah, isn't nature beautiful?  
Emulating that beauty can be  
made easier with *Snap Maps*.

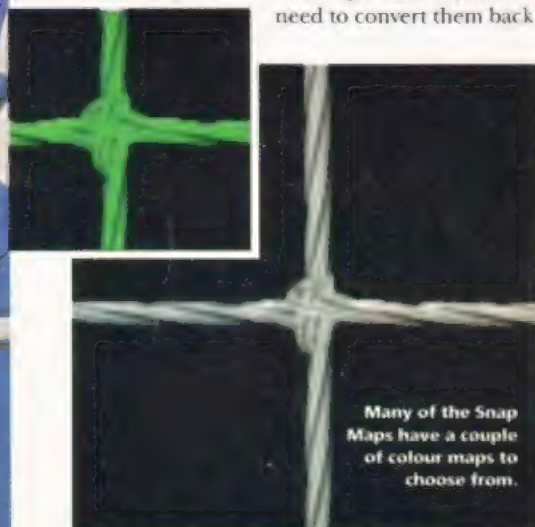


to IFFs using any suitable image processor, e.g. *ImageFX*. The colour files should be converted to 24-bit IFFs and the bump file can be converted to 256 greyscale for most packages. However, *Imagine* users should note that the .bump files need to be 24-bit as well for use with that package.

The .clip files, which are left in their original greyscale form on the disk, also need to be converted to 24-bit for use in *Imagine*.

There is an icon within the SnapMaps directory that will temporarily assign Snap Maps for you. If you want to install them to hard drive, drag the entire directory across to your hard drive. Should you want to make a permanent assign, add one to your user-startup.

Using the Snap Maps is easy enough and doesn't require any real explanation, except for *Imagine* users. When you want to apply one, load the detail editor and select attributes from the





# Snap Maps

menus. Load the colour file and adjust it as you want. Then, save the attribute and re-load it.

It's only when you start using these tools that you discover how powerful they are. There has been no other collection like it.

*Snap Maps* can save you masses of time and still help you create a picture that you'd have previously thought impossible.

Remember that the original Snap Maps are supplied as 24-bit images, so they are even better quality than the ones included here. For more information about the other Snap Maps available and how to get them, see page 108.

## Absolute Beginners' Guide to Workbench 3

(Workbench 3+)

With new Amigas selling, we thought it was an ideal time to help out newcomers and those who have never got to grips with their Workbench. This guide from F1 Licenceware is an interactive introduction to the basics of your Amiga and how to use the Workbench. It is designed specifically for Workbench 3 users and guides you through the menus and features of Workbench through text and pictures.

It is best for you to install the disk to floppy and then simply boot the floppy. However, we have left it so that it can be installed directly to a hard drive. If you do this, you need to make sure you have copies of the libraries that are included in your Libs: directory.

You may also find problems displaying the pictures. If you are a beginner wanting this tutorial, install the first disk to a floppy – it will

save you all this hassle. There are now further volumes in this series of tutorials available from F1 Licenceware.

For more information, call 01392 493580.

## Minimorph (Workbench 1.3+)

Morphing and warping pictures can produce some excellent results. This is a small morphing program that can be used on any Workbench. You must install the libraries that are included with the package. The more RAM you have, the better, but if you've not got much, then stick to a low screen resolution.

Included in this package are three pictures for you to try out. You can use any of your own too, but they must be greyscale. *Minimorph* can deal with up to 256 greyscale.

When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp. The menus can be brought up using the function keys, F1-F4. To get rid of the menu, press the function key again. Adjust the grid by dragging the points where the lines cross to a different position.

When you render the animation, *Minimorph* will then move the point that was originally under the cross to the new point and thus generate the warp. The animations are quite impressive and amusing. Morphing friends' heads is a fine pastime.

One word of warning, if you want to save the animations that you render, don't set the destination directory to RAM:, because *Minimorph* uses so much of this that you will cause the program to crash. Simply direct the saving to a disk. The frames are IFF images that you can

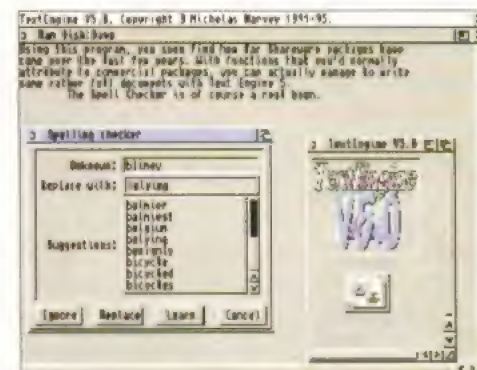
view in paint packages, or string together as an anim file in a package like *DPaint*.

## Text Engine 5 (Workbench 2+)

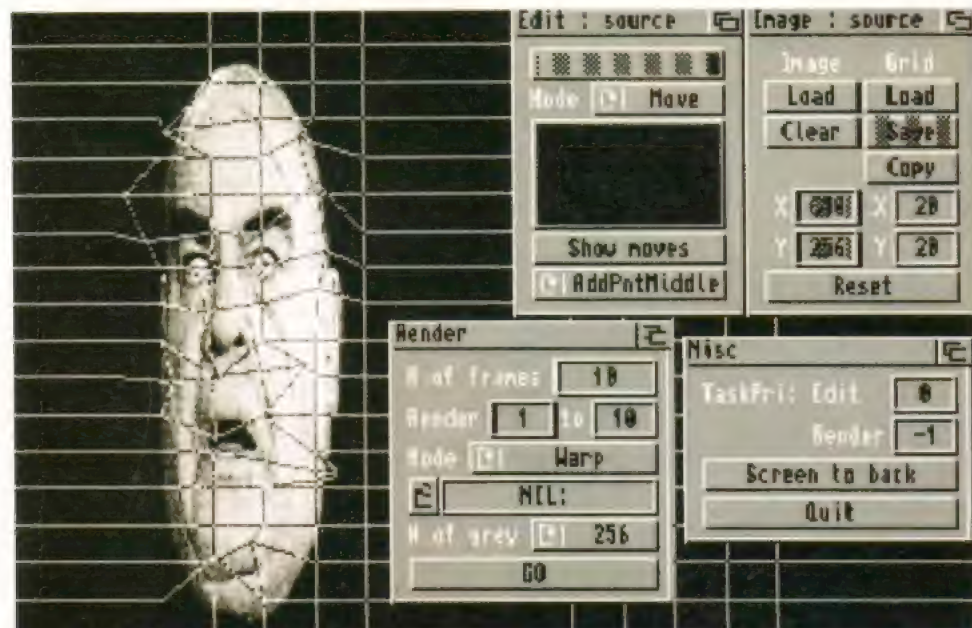
This is a text editor that only this month scored a massive 87 per cent in the word processing round-up in *Amiga Shopper*. They said of it: "Overall, *Text Engine* is very close to being what I would call the perfect, budget-priced, text-based word processor". High commendation, indeed.

Using this program is easy. Just load it up and start typing. There is a full spell-checker available. To use this, first load the dictionary and then spell-check the document. If any incorrect words are found, you'll be offered choices and if you didn't make any errors, you'll be returned direct to typing mode.

You can save your documents to any disk, although you'll probably need a separate disk, because the one that contains *Text Engine 5* is pretty full. Please note that although this program is not crippled in any way, it is still shareware. The author is only asking a registration fee of £5, so please register.



Using *Text Engine 5* is easy. Just load it up and start typing. There is also a full spell-checker available.



*Minimorph* can be used on any Workbench. When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp.

## INSTALLING THE DISKS

In order to fit so much on, we've archived some of the programs. As you can see from the Snap Maps part, they are stored as JPEGs on the Coverdisk itself, so you can access them directly. The other programs need to be de-archived, but don't fret, it's simplicity itself. Simply boot the Coverdisk by putting the disk in your disk drive and turning the computer on.

WB 1.3 users will have the *Minimorph* disk installed directly to a floppy. WB 2+ users can either install to floppy or hard drive. When asked which, type f or h followed by <return>.

If you install to floppy, it is automatic. If you install to hard drive, you'll be asked to enter the pathname.

We strongly recommend that you don't install to the root directory, e.g. Work:, but to a particular directory, e.g. Work:test/.



# AMIGA FORMAT COVERDISKS

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OR WRITE TO

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## EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

### BARS&PIPES (AF71)

Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P's* Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your AF71A Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the AF71A instruments drawer.

A set of manuals is now available to



compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

### SENSIBLE GOLF (AF73)

If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.



### TECHNOSOUND TURBO 2 (AF73)

To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.



### TRANSITION (AF74)

If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.



### INFONEXUS/DATANEXUS (AF76)

Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for AF readers. To find out more, contact them on 01455 558282.



### REAL 3D (AF77)

If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.



## Info Nexus update

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

Name .....

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Send your order to:  
Amiga Format Offer, Optonica, 1 the Terrace,  
High St., Lutterworth, Leics.  
LE17 4BA or order by phone on  
01455 558282. Trade enquiries welcome.

Two months ago we gave you the excellent demo versions on *InfoNexus 2* and *DataNexus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for *Amiga Format* readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of p&p for UK residents (add £2 for overseas orders). If you're still unconvinced, why don't you read the review in AF77?

## DFO: WITH A ZERO

Please remember that you must type "dfo:" with a zero, not a letter "O". I wish I had 2K extra memory in my Amiga for every reader who has called to ask me why they get a "Please Insert Volume DFO in any drive" request when following the instructions in the magazine! Numerous difficulties that you are encountering when decompressing Coverdisk programs can be traced to the way that you have formatted your blank disks.

For example: if the Directory Caching option has been used, programs like *Amiga Storybook* will decompress, but generate lots of checksum errors. Other archives fail completely with an "error code 10."

This seems to indicate a bug in LZX. The same thing happens when decompressing the *Real 3D* Coverdisk.



# POWER CD-ROM



## power cd-rom

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

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QUAD SPEED CD-ROM . . . . . **£199**

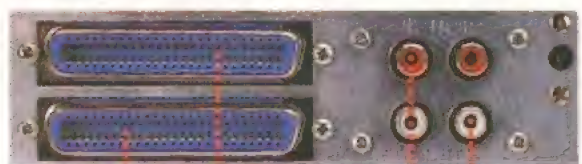
AMIGA 4000 SCSI-INTERFACE . . . **£129**

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LIGHT ROM . . . . .	<b>£39</b>
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- Carrying Case
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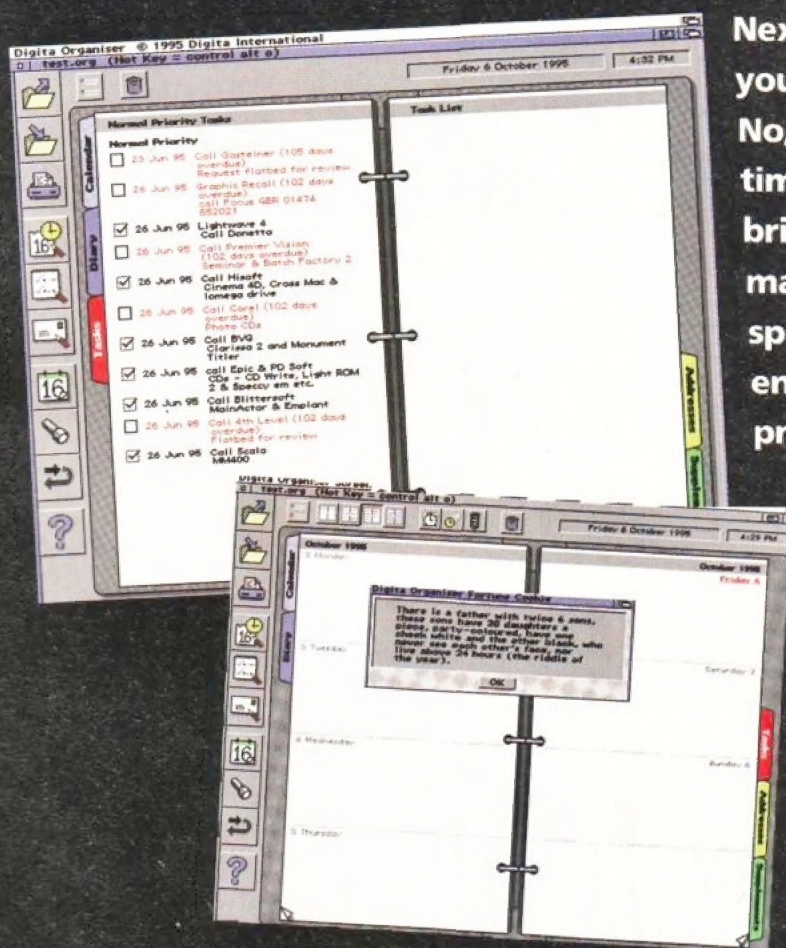
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# AMIGA FORMAT PRESENTS

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# Issue 79

On sale Thursday,  
23rd November

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# AMIGA FORMAT FORUM

Dale Bradford is  
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industry talking.



**I won't give anything away about this month's Forum, but you lot seem to have a definite fetish for small, furry creatures. Say no more.**

**W**elcome to Format Forum, the page where we give AF readers a question to ponder over, answer and then win a completely excellent AF sweatshirt for their trouble. Last time we mentioned the much-touted 'interactive movies' and asked what 'real life' movie you would like to see re-made for the computer screen for you to star in. And this is what you said:

"Bambi," according to regular correspondent Nick Donnell of Ely, who will soon have an AF sweatshirt for every day of the week. "That old classic tear jerker could be brought right up-to-date with the latest motion capture techniques. I can see it now - lots of stay-happy animals frolicking around the jungle, having fun. If only I could get that deer-suit on..." Hmm, I'm not totally convinced that Nick is being serious here. Or healthy.

Penny Tulla suggested delightfully "a shoot-'em-up version of 101 Dalmatian, which, if successful, could spawn a whole new genre of animal-related anarchy, including a Doom-clone of Watership Down".

What is it with AF readers and small, furry creatures? Penny also mentioned Labrador Apocalypse, Parrot Fodder and Turtle Carnage... Watch out, Penny, the RSPCA are on your heels.

"High action Sci-Fis, such as Star Wars and Aliens," says Gareth Llewellyn of Borth in Dyfed. "We already have these in the form of Alien Breed 3D and Dark Forces (on the PC), but I'd like to see versions with more of a story to them, rather than running around a Doom-clone shooting things.

I want something that really gives the impression of the tension and excitement that exist in the actual films. And something that doesn't have such a linear story-line - how about being able to twist the events of the game according to your previous actions. I know this would make for huge games, but, hey, that's what CD-ROMs are there for..."

Liz Tucker of Portslade would like to see: "Any of the James Bond films. I could then alter the program set-up so Bond could be played by a woman and all the women he usually ends up in bed with would be men". For maximum pleasure, please purchase the 'virtual underwear' add-on, new from Amiga Technologies - only £699. Hmm, yes...

Finally, I must give space to Joe Santos of London who recommended The Italian Job, with the player being the part Michael Caine plays. Joe thinks it could be: "The perfect multi-discipline game. A bit of beat-'em-up for the

For next month, can I ask AF readers to consider the following: "If there was to be a special 10th anniversary TV documentary of the Amiga decade, who would be the best person to present it?"

Please send us your suggestions, silly or serious, and the best ones will win a spanking... I'm sorry, that should read a spankingly good AF sweatshirt. Please post your ideas to:

Format Forum, Amiga Format,  
30 Monmouth St., Bath BA1 2BW.  
Or fax me at: 01633 896087.

**If only I could get that deer-suit on...**

smash-and-grab; Monkey Island-style banter for dealing with the mafia; a touch of Stunt Car Racer for the get-away in the Minis; a Doom look-alike for dealing with the Turin traffic computer; some form of stamina management for the hotel gymnastics; but most of all something to avoid that unsatisfactory ending (where the coach is balanced on the edge of a cliff)".

Joe very thoughtfully cast the entire film for us too, although I can't really see Brian Clough and Oliver Reed as get-away drivers.

If you've never seen the film and it crops up on TV some time, try to catch it - it's completely brilliant in a camp 1960s sort of way. And the excellent

**I'd quite fancy a stint as George Bailey in "It's a wonderful life".**

driving sequences have never been bettered on celluloid.

As for me, given the choice, I'd quite fancy a stint as George Bailey in It's a Wonderful Life, as long as it wasn't a poxy adventure. Or maybe one of those great WWII action films, like The Battle of Britain. And maybe 21st Century might like to consider licensing that cult classic The Pinball Murders.

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- We get hundreds of letters and faxes a day, so we can't reply in person.
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- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

**WORKBENCH:** We'll only answer technical problems in the mag.

Workbench, Amiga Format,  
30 Monmouth Street, Bath BA1 2BW.

**GAMEBUSTERS:** If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice. Steve McGill, GameBusters, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

**READERS' LETTERS:** The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench! Letters To The Editor, Amiga Format, 30 Monmouth St, Bath BA1 2BW.

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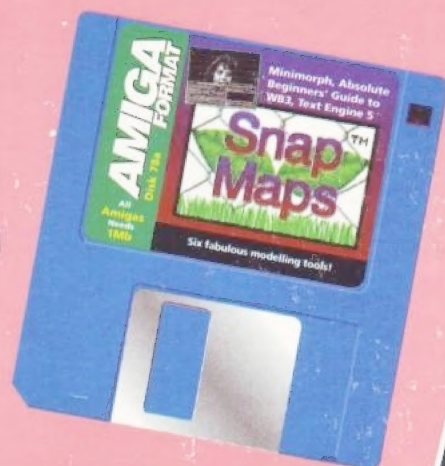


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## Snap Maps

Save loads of time and improve your renders with six exciting modelling tools that use 24-bit images to create high-quality 3D objects quickly



## BlitzBombers

Written in Blitz Basic, five full playable levels adorn this improved and updated AGA version of seminal classic, Dynablasters



**Imagine 3.3**  
Has the Amiga's favourite 3D program still got what it takes?  
We find out - p94

## Order from chaos

We talked to Amiga Technologies in the UK and abroad to discuss their plans for the future and assess just what they have done to restore the Amiga's fortunes p19

## Alien Breed 3D

The Doom-clone which can truly claim to be a Doom-beater. Find out why this is true inside



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